

Wii U Electronic Manual Creation Guide

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Version 1.7

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1 Introduction

This document explains how to create Wii U electronic manuals (hereafter, “e-manuals”) using the Wii U Manual Tools. It includes a run-down of each tool, the operating environment, e-manual creation workflow, and localization-related features.

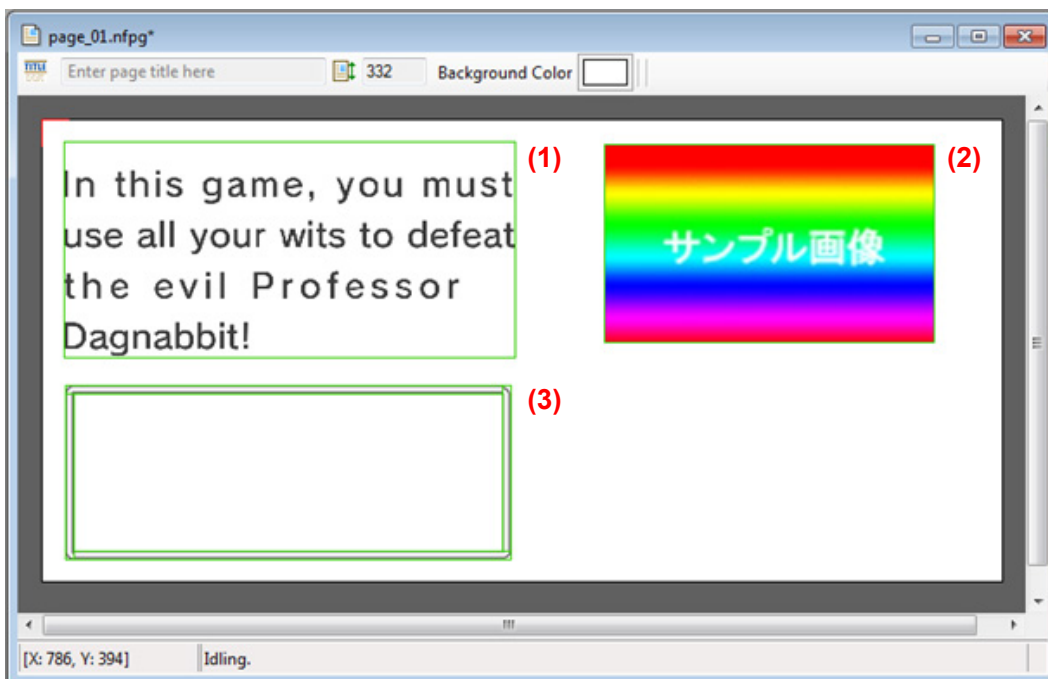
A separate template package is also required for e-manual creation. The templates and associated documentation are available within the “Wii U E-Manual Templates” package on WarioWorld.

Note: Some of the screenshots in this document show parts of Wii U Manual Tools that are still under development. Actual screens may differ slightly. However, most of the differences are minor and do not affect the operations in Wii U Manual Tools.

Wii U Manual Editor

The Wii U Manual Editor is the application used to create e-manuals. In this application, manual pages are created using a combination of three object data types: text boxes, pictures, and frames.

Figure 1-1 Manual Editor Objects



1. Text Box

These objects contain text and extended font characters, such as button icons. Text color is adjustable and the text box can be resized as necessary.

2. Image

TARGA (.tga) and JPEG (.jpeg) images can be inserted on the page. The image size is the same as that of the source image; images cannot be resized within the Manual Editor.

3. Frame

Frames can be created as simple rectangular objects or using more elaborate designs. The width and height are freely adjustable. You can use TARGA (.tga) images as frames.

Note: The Manual Editor contains extensive help documentation, including UI explanations, Q&A, shortcut keys, terms, and so on. Refer to it when necessary during e-manual creation.

Wii U ManualViewerSD

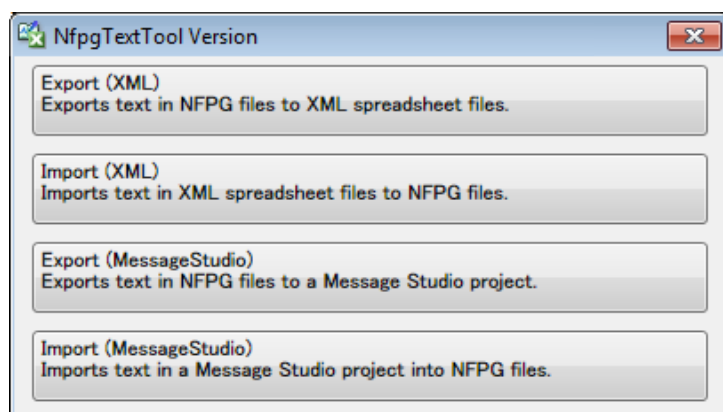
Wii U ManualViewerSD is a tool that enables you to preview Wii U e-manual binary files (.bfma) without using Manual Editor. It can be used on a CAT-R or CAT-DEV that has the Wii U Menu installed on it. For more information, see section 3.4 Installing ManualViewerSD and Chapter 6 Wii U ManualViewerSD Operations.

NfpgTextTool

The NfpgTextTool is a localization support tool with the following features:

- Export of all text from an e-manual into an XML file
- Import of edited text from the XML file back into the e-manual

Figure 1-2 NfpgTextTool – Main Screen



The exported XML file contains the text for all languages as a table. This can be used to check and translate text for multiple languages. However, before using this tool it is necessary to create appropriate

language folders using the Manual Editor. For more information on the localization flow and operations, see Chapter 7 Localization Support Features.

Note: “Message Studio” in the previous figure is an internal Nintendo development tool. It is not available to other parties.

2 Operating Environment

This chapter explains the environment necessary to create electronic manuals.

Table 2-1 Required Environments

Environment	Description
Wii U Manual Tools	Use the Wii U Manual Tools package to create electronic manuals. It includes the Manual Editor, NfpgTextTool, ManualViewerSD, and this document. For system requirements such as OS and graphics chip, see the Readme file included within the Wii U Manual Tools package.
Wii U E-Manual Templates	The Wii U E-Manual Templates package contains required text and sample design elements for use in electronic manuals, along with the relevant documentation.
Commercial image-editing software	Applications, such as Adobe Photoshop, that can be used to create TARGA (.tga) or JPEG (.jpeg) images. Use these applications when creating images for use in the Manual Editor. Adobe Photoshop CS-CS5 (Windows/Mac) has been tested for compatibility.
CAT-DEV + DRC-DK	Wii U development units that are required to preview manuals on the DRC and TV screen. To preview on CAT-R instead of CAT-DEV, use ManualViewerSD. For more information, see Chapter 6 Wii U ManualViewerSD Operations.

3 Initial Preparations

The Initial Preparations chapter covers setup of the Manual Editor environment, including the installation of the Manual Editor, verification of templates, and CAT-DEV setup.

3.1 Installing the Manual Editor

See the Readme file included within the Wii U Manual Tools package for information about installing the application.

Note: Do not install Wii U Manual Tools directly under the `C:\` drive. Doing so prevents the PC preview feature from functioning.

3.2 Checking the Wii U E-Manual Templates

Download the latest template package from WarioWorld and save it to your PC. Review the *Wii U E-Manual Template Handbook* document for information on template types and placement.

3.3 CAT-DEV Setup

A CAT-DEV is required to preview e-manuals on the DRC and TV. Follow the instructions in the setup manual provided with the CAT-DEV to connect your PC to the CAT-DEV and install the appropriate software.

Note: You can also perform a basic preview on your PC.

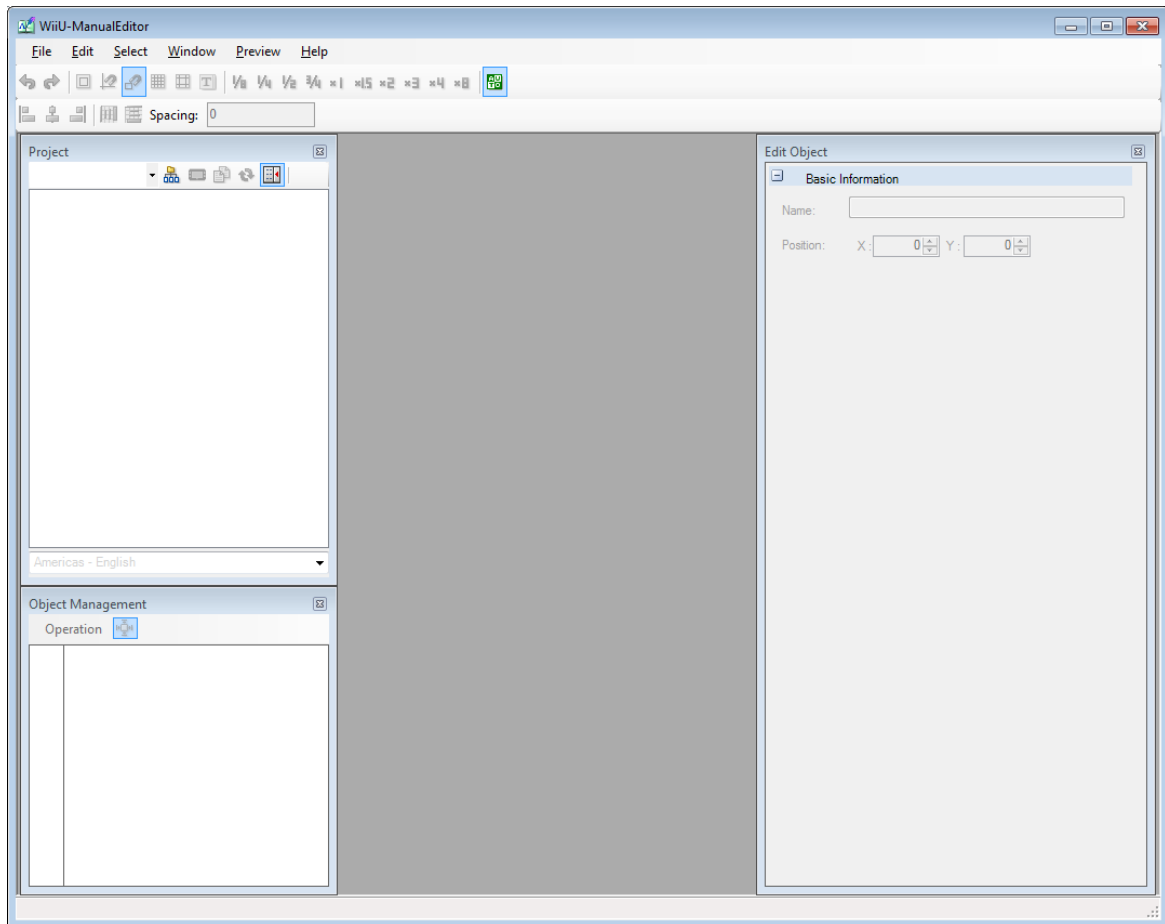
3.4 Installing ManualViewerSD

The installation procedure is described in the Readme of the Wii U Manual Tools package. Refer to the procedure as you install the program.

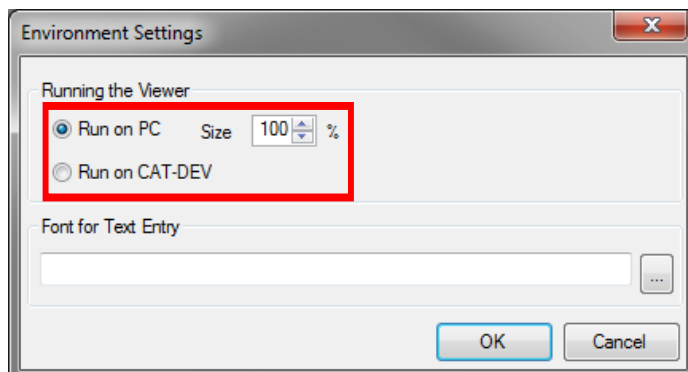
Note: To use ManualViewSD, it must be installed on a CAT-R or CAT-DEV with the Wii U Menu installed. Use the separately distributed Wii U MenuChanger to install the Wii U Menu on a CAT-R or CAT-DEV.

3.5 Manual Editor Environment Settings

1. Open the Manual Editor on your PC.
2. From the **Window** menu, select **Project**, **Object Management**, and **Edit Object**. These sub-windows are the most frequently used for creating electronic manuals.



3. Go to **Edit > Environment Settings**.
4. Choose whether to use the PC or a CAT-DEV for manual previews, and click **OK**.



Note: When using the PC preview function, make sure that your graphics chip is listed within the Wii U Manual Tools Readme, or that the necessary libraries are installed. Check your graphics environment as follows:

1. In Windows, click the **Start** button and type **dxdiag**.
 2. In the **Programs** list, click **dxdiag.exe**.
 3. When the DirectX Diagnostic Tool appears, click the **Display** tab to see your graphics chip.
5. Designate a font for text entry, if necessary.

Note: This option is provided to enable you to see the Wii U system font in the text entry field of the **Edit Object** sub-window. When choosing a location for the font in this context, do not use the standard Windows fonts directory.

4 Creation Flow

This chapter explains the basic workflow for creation of an electronic manual and includes the steps to take when creating projects, inserting fixed pages, creating new pages, and creating content.

Creation of content using object types is dealt with in 5 Objects.

4.1 Creating a Project

A project contains all of the data created using the Manual Editor. If you have already created the project, skip to step 2 to open the project within the Manual Editor.

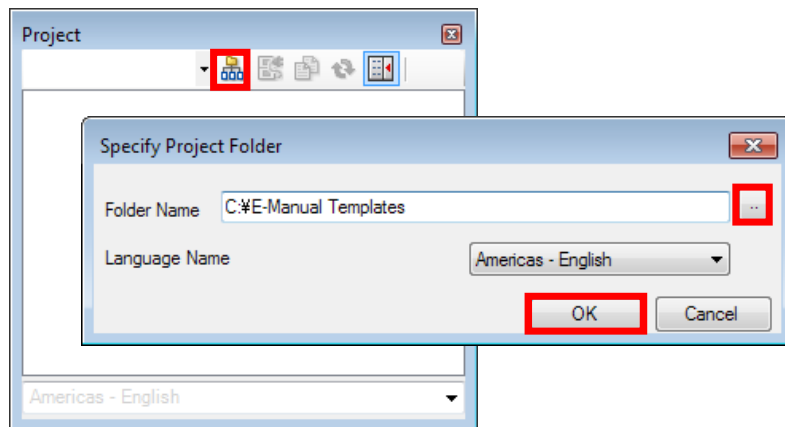
1. Create a folder on your PC named WUP-X-XXXX-YYY. This folder name is the product code with the market code (see Table 4-1) added to the end.

Note: Nintendo provides the product code on a title-by-title basis. The e-manual code is provided in the format WUP-A-XXXX-NN. XXXX represents the Initial Code part of the product code, and YYY represents the project market code.

Table 4-1 Project Market Codes

Market of Release	Japan	Americas	Europe/Oceania	Korea	China
Code	JPN	USZ	EUR	KOR	CHN

2. Click the **Specify Project Folder** icon in the **Project** sub-window, or select **File > Specify Project Folder**, and navigate to the project you just created. If the folder you select does not already contain one or more language folders, you can specify your preferred language in the **Specify Project Folder** dialog box. Click **OK**.



Language folders are created within the project folder. Each language folder contains subfolders named `textures` and `layouts`.

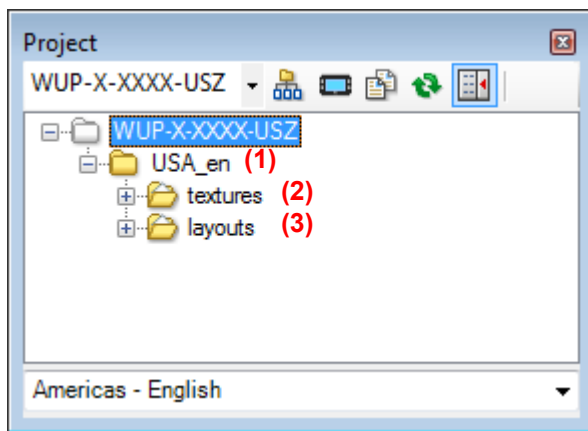


Table 4-2 Folders in the Project Tree

Number	Folder	Description
(1)	Language	Each language folder appears in the form <code>xxx_yy</code> , where “xxx” is the market code, and “yy” refers to the language. If the project folder does not already contain language folders, a <code>USA_en</code> folder is created.
(2)	<code>textures</code>	Contains the image (TGA/JPG) files.
(3)	<code>layouts</code>	Contains the manual page (NFPG) files, which make up the electronic manual. The pages are sorted by page number in the <code>layouts</code> folder. Example: <pre>page_01.nfpg page_02.nfpg page_03.nfpg</pre> The contents of the electronic manual are automatically created using the pages in the following order: <code>page_01.nfpg</code> (Page 1) > <code>page_02.nfpg</code> (Page 2) > <code>page_03.nfpg</code> (Page 3).

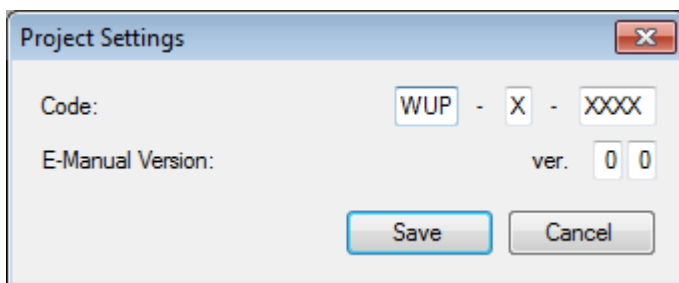
4.2 Setting the E-Manual Code and Version

Wii U electronic manuals include the e-manual code and version on the lower right of the contents page. Use the following instructions to adjust them.

Figure 4-1 E-Manual Code and Version Display



1. Go to **Edit > Project Settings**.
2. Enter the e-manual code and version, and then click **Save**.



Note: Nintendo provides the e-manual code as an identifier for each software title. The code setting rules changed in February 2013. Use the new rules for new titles and for titles that are revised after this date. The main changes are as follows.

Version

Old: The initial version uses "0" and each remaster increments the version by 1.

New: The initial version uses 00 and subsequent remasters use 01, 02, and so on.

Market code

Old: Write the correct code for the market.

New: Delete the code from the e-manual.

Based on the product code you receive from a Nintendo representative, enter the e-manual code in accordance with the code setting rules.

Note: Wii U Manual Editor version 1.5.4 and earlier versions of the editor do not support the removal of the market code. The e-manual code does not display properly if the market code is

removed, so be sure to enter the code according to the old rules. In Wii U Manual Editor version 1.6.0 and later, the market code is unnecessary.

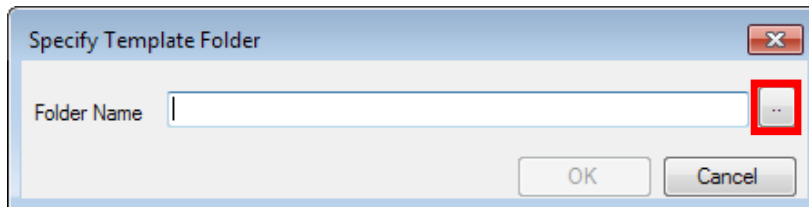
4.3 Merging Templates

The Manual Editor contains a template manager that can be used to merge templates. This section explains how to combine template units and merge fixed-language templates. There are two methods for merging templates, a basic method and an advanced method.

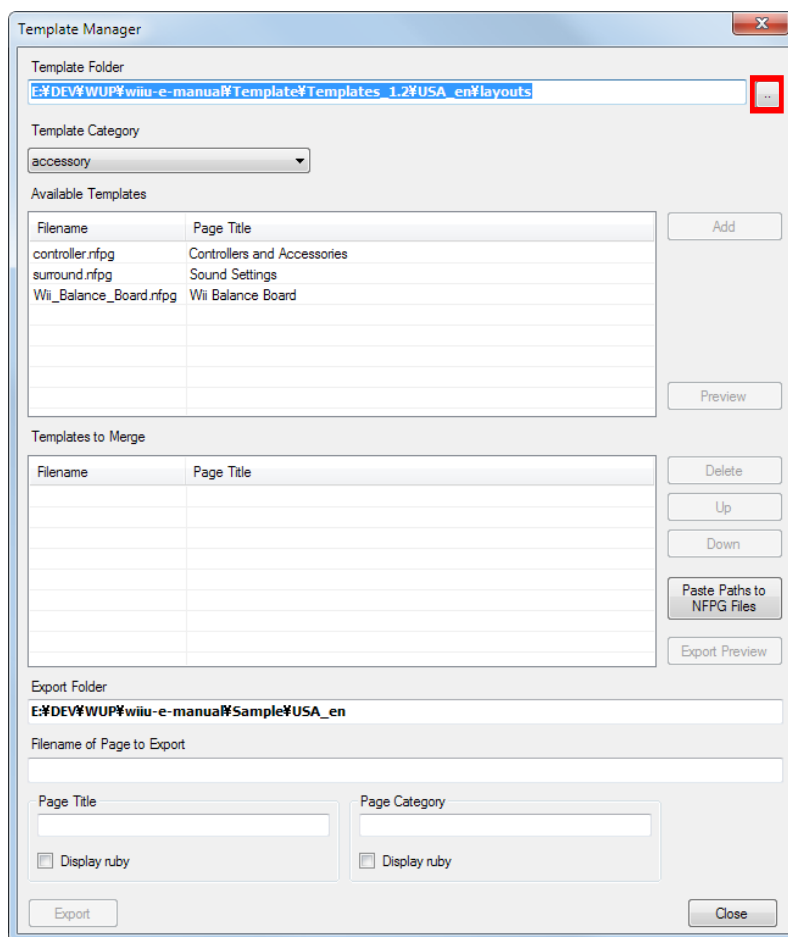
Note: The template units required depends on the software. For more information about the template categories and which templates your title requires, see the *Wii U E-Manual Template Handbook* document. The following instructions assume you have already determined the required templates for your title.

4.3.1 Basic Method

1. Go to **File > Template Manager** to launch the Template Manager.
2. If this is your first time opening Template Manager, a dialog box appears, prompting you to enter the Templates directory.

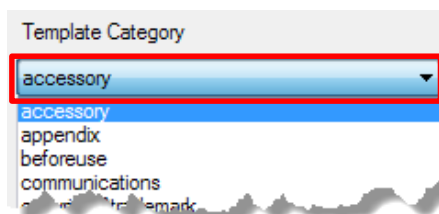


Note: This directory is automatically selected the next time you open Template Manager.

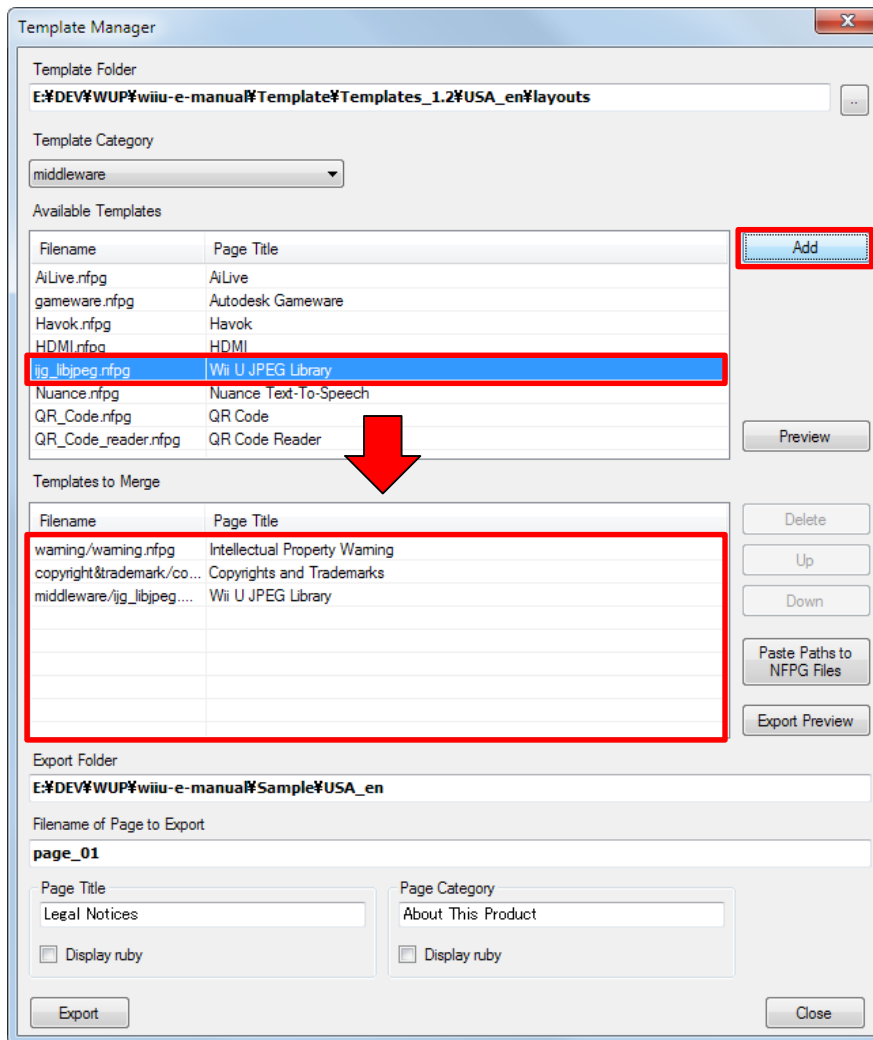


To change the template directory, click the file browse button under **Template Folder**, and select the appropriate Templates directory. Always use the Templates directory from the latest e-manual templates available.

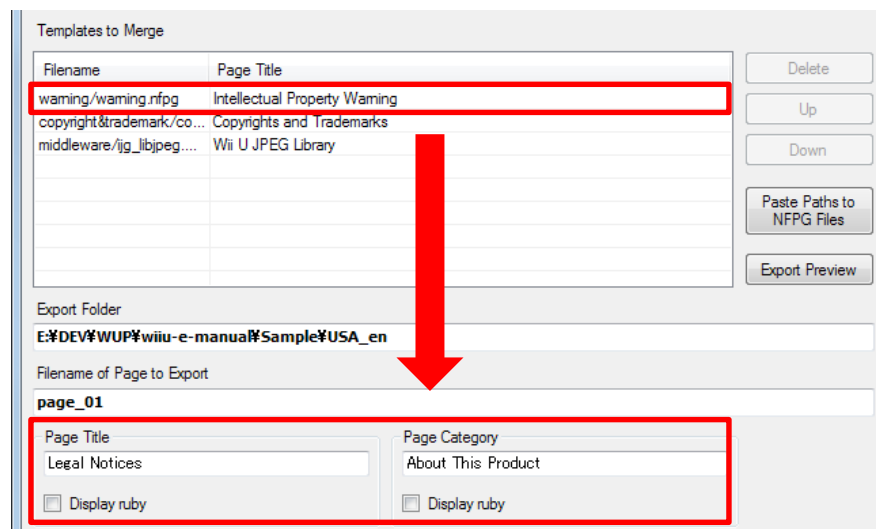
3. Select a category from the Template Category drop-down list.



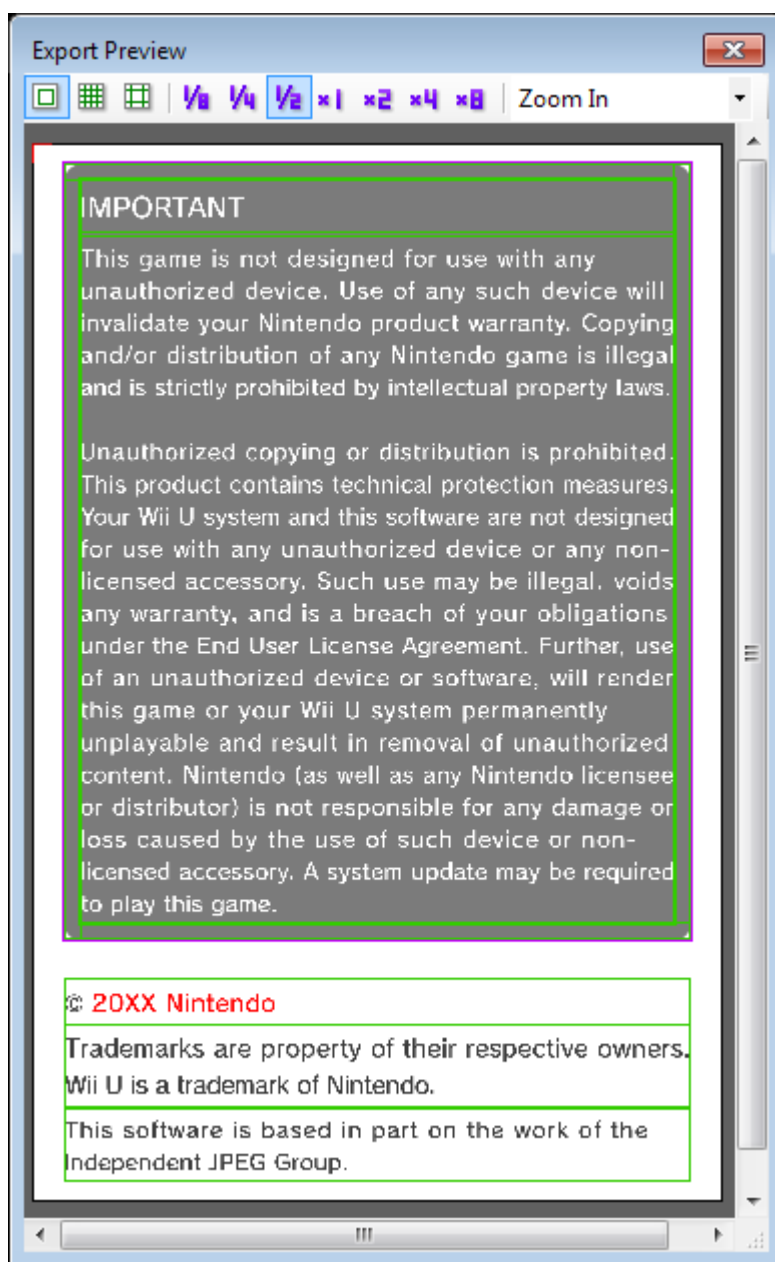
4. Select the templates you want to include and click **Add**. The selected templates are then added to the **Templates to Merge** list.



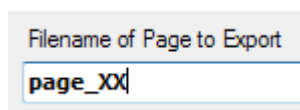
Note: When you add a file to the **Templates to Merge** list, the page title and category are set to the uppermost file's page title and category automatically.



5. After adding the necessary templates, click **Export Preview** to check the content.



6. After adding all templates, set **Filename of Page to Output** to `page_XX`.



Note: The templates being merged in this sample procedure are meant for the penultimate page of the manual. If you know the number of pages in your manual when exporting your templates, enter the number of the target page instead of `xx`. If you don't know the number of pages in your manual at this point, use `page_XX` as a placeholder, and change the filename to match the actual page number once you know it after the export.

7. The page title and page category are set automatically for the template merged in this sample procedure (the second-to-last page). Click **Export** to save your merged template.

Export Folder
E:\DEV\WUP\wiiu-e-manual\Sample\USA_en

Filename of Page to Export
page_01

Page Title
Legal Notices

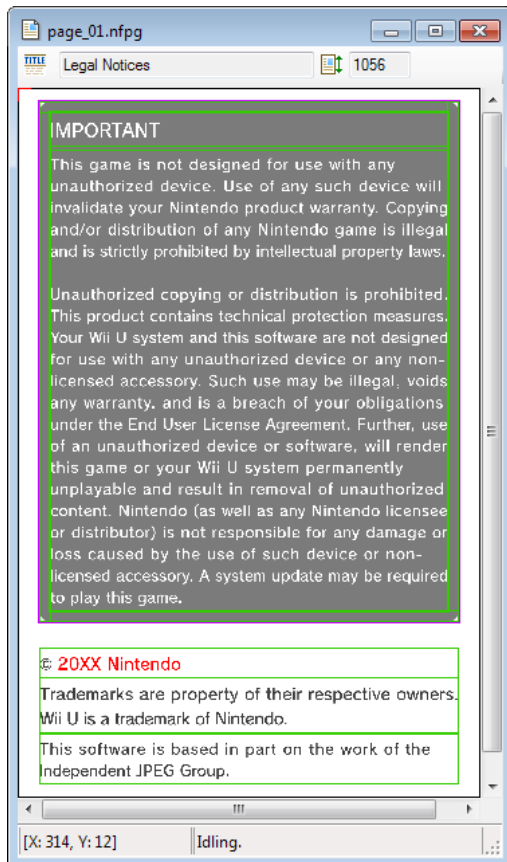
Page Category
About This Product

☐ Display ruby

☐ Display ruby

Export Close

The composite template is exported as an NFPG page.



Note: Template pages are output to the layouts folder within the project tree.

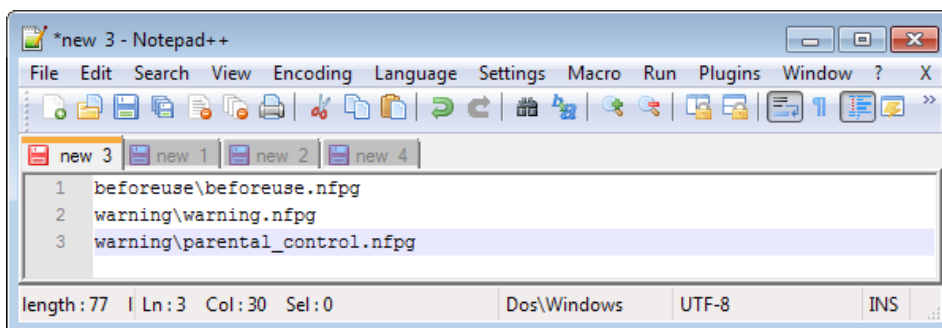
Note: Certain pages, such as the first, penultimate, and last pages, must be composed of fixed text only. If any other pages in your manual include template content, use the Template Manager to create a temporary page with all of the required templates. You can then conveniently copy and paste individual templates to the appropriate pages.

4.3.2 Advanced Method

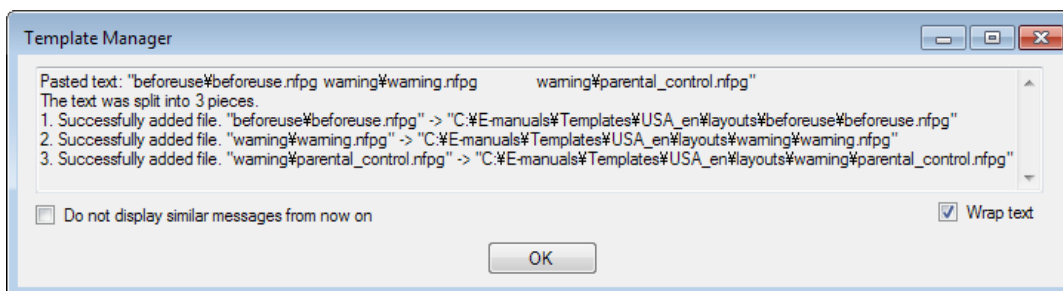
The advanced method uses the **Paste Paths to NFPG Files** button in the Template Manager window to minimize the number of clicks necessary to prepare a merged file with a given set of template units. This method is extremely helpful if your company's titles all tend to use similar features, middleware, fonts, and so on.

For example, assume that you are a third-party developer creating several e-manuals for a series of titles that do not have online support and do not use any middleware. To avoid having to switch between template categories and manually configure the order of the templates within the Template Manager, you can use a text editor of your choice to create a tab-delimited or newline-delimited list of full paths to the template files you want to use, in the desired order.

1. Using a text editor, create a list of the paths to the template units you want to merge, in the order you want to merge them. You can specify the full paths, but in this case the files you add must be under the template folder specified. Alternatively you can include a list of category names and filenames separated with a backslash, as shown in the following example.

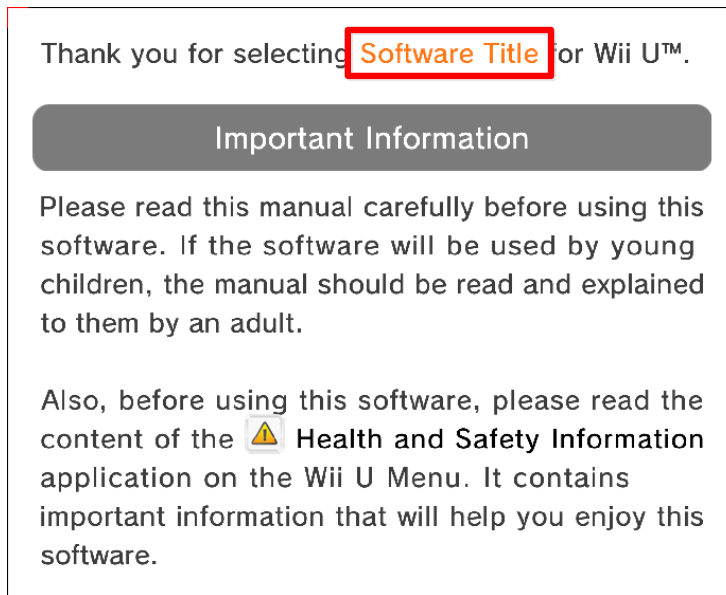


2. Select the text, and copy it to the clipboard.
3. Open the Template Manager within the Manual Editor, and click the **Paste Paths to NFPG Files** button. This displays a dialog box showing you whether the template units were successfully added to the Template Manager window as shown in the following figure.



4.3.3 Editing Fixed Text

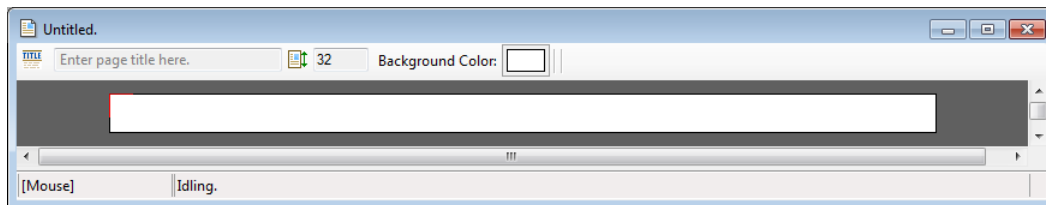
The exported template may contain variable text, such as the name of the software. Sections requiring edits are colored orange. For more information, see the *Wii U E-Manual Template Handbook* document.



Note: For templates marked as **[Changes prohibited]**, changing anything other than the text requiring editing (shown in red) is prohibited.

4.4 Creating a New Page

1. Go to **File > New Page** to create a new NFPG page. The new page opens in the **Page** sub-window.



Note: You can also do this by right-clicking outside a sub-window and selecting **New Page**.

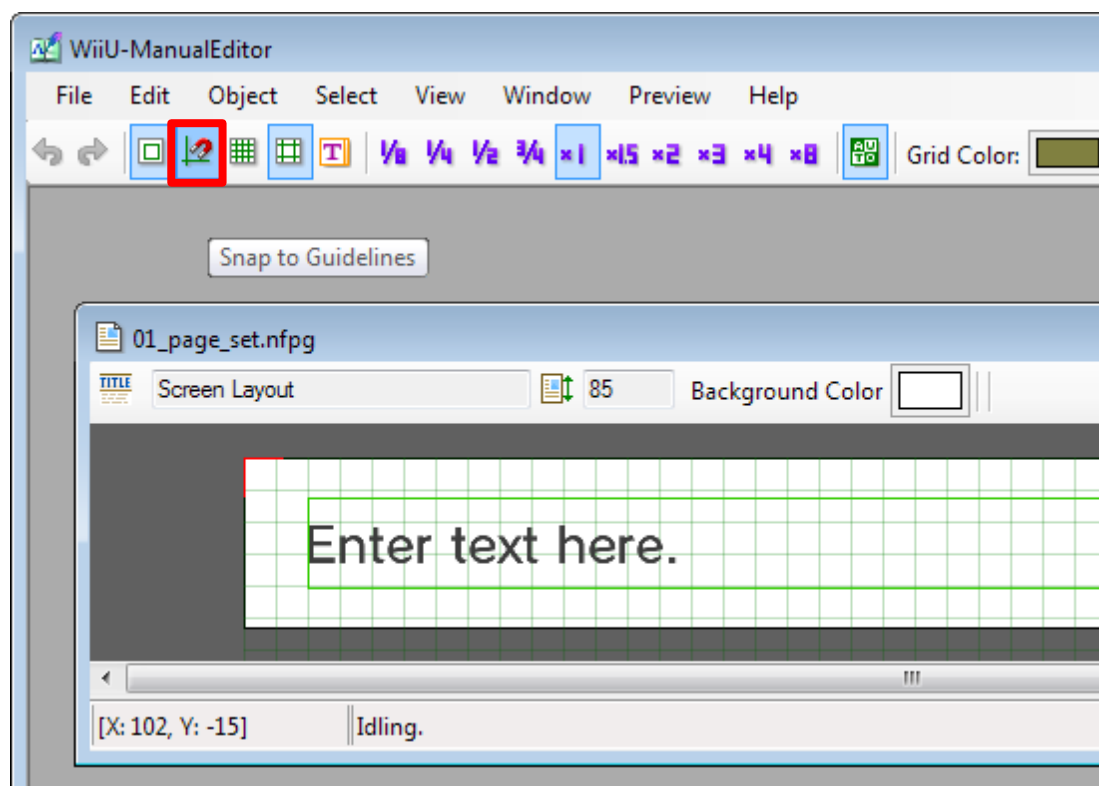
2. Set the following options in **Edit > Page Settings**:
 - Max Width for Full Justification: 0 (default: 4)
 - Margin Size: 20 (default)
 - Guide Settings: Render / Guide Size: X=16, Y=16 (default)

Table 4-3 Recommended Margin Sizes

	Top/Bottom	Left/Right
Empty Space	20 pixels	32 pixels

Note: Using all of the space provided for text and images does not result in an overflow when viewed on the GamePad or TV screen, but it makes it more difficult for the user to read. If possible, use the recommended margin sizes.

3. The **Guide Size** setting creates a grid using 16x16 pixel squares. Turn on **Snap to Guidelines** in the toolbar when placing text boxes, to maintain the 16 pixel left/right margins.



Note: To maintain the top margin, make sure that the first object you place has a Y position of 20. As long as the **Margin Size** is set to 20, a space of 20 pixels is always maintained between the lowest object and the bottom of the page.

4. Go to **File > Save Page** to save the new page. The following half-width characters may be used in filenames:

Numbers	0123456789
Letters	Abcdefghijklmnopqrstuvwxyz ABCDEFGHIJKLMNOPQRSTUVWXYZ
Special Characters	! # \$ % & ' () + - = [] ^ _ @ ` { } ~

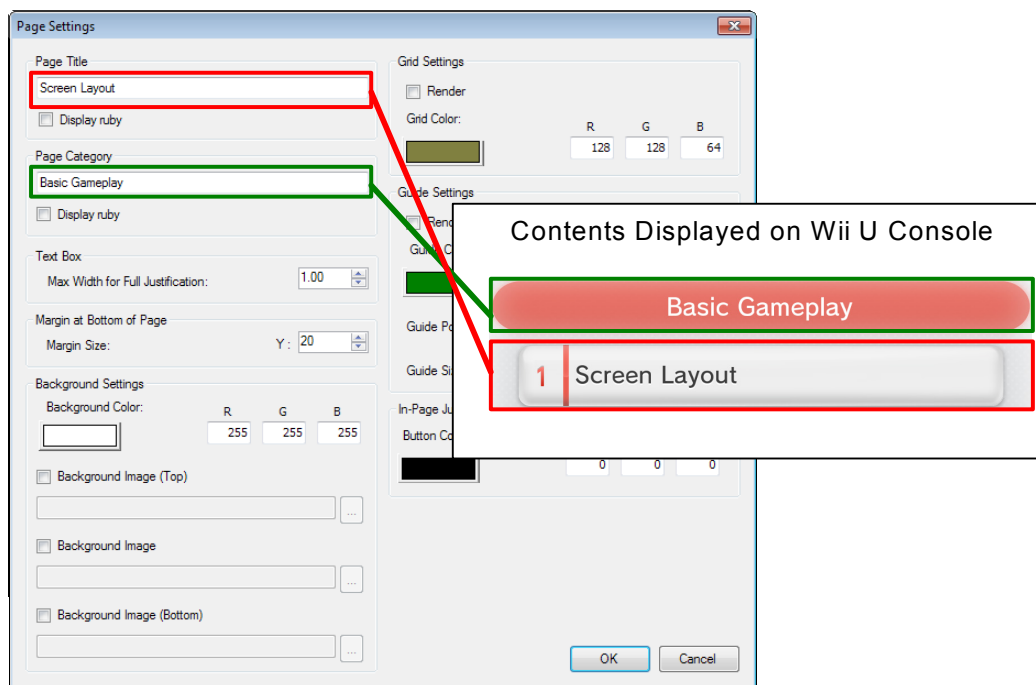
Note: Do not use spaces, or double-byte characters such as double-byte numbers and Japanese characters, in filenames.

4.5 Setting the Page Title and Page Category

1. Go to **Edit > Page Settings**, and then set the page title and page category.
2. The page title you enter appears as a button on the Contents page when viewed on the Wii U console. The page category is a group containing multiple page titles.

Figure 4-2 Setting the Page Title and Page Category

ManualEditor Page Settings



Each page for which a page category is specified marks the first page in a category. As a result, do not enter a page category for any pages except those that mark the beginning of a new category. (If you were to specify "Introduction" for pages 2 through 5, each of those pages would be displayed in separate categories called "Introduction.")

Note: The limitation for page titles is the width of 22 full-width (Japanese) characters (906 pixels). Page categories can contain up to the width of 21 full-width (Japanese) characters (925 pixels). Exceeding this limitation creates errors when previewing and creating binary file output. If page titles or categories exceed the width of 17 or 18 full-width (Japanese) characters, the title is cut off with an ellipsis ('...'). The maximum number of pages allowed for each language in a manual is 50.

4.6 Creating Content

Create manual content by placing various objects on each page. For instructions, see Chapter 5 Objects. You can also use the design materials in the Wii U Manual Templates as a template if you prefer. You can also print the project or export it to a PDF file. For more information, see Chapter 8 Manual Creation Tips.

4.6.1 Previewing Content Under Development

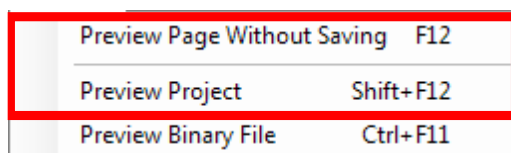
Nintendo recommends previewing the individual pages or the whole project as you create content. The preview appears either on your PC or a CAT-DEV, depending on your environment settings (see section 3.5 Manual Editor Environment Settings).

Note: If you have placed page jumps or in-page jumps in your layouts, they are rendered as interactive buttons in the viewer, and appear in front of any other objects, regardless of the display order shown in the editor. Make sure your page jumps and in-page jumps don't overlap other content in your manuals that you don't want to be obscured.

Note: If you are having any trouble previewing e-manuals on your PC or a CAT-DEV unit, see the *Why can't I preview on my PC or a CAT-DEV unit?* Item in the Q&A within the Manual Editor help.

Previewing on a PC

Select **Preview > Preview Page Without Saving** to preview the active page. Select **Preview > Preview Project** to preview the whole project.



Preview Page Without Saving	F12
Preview Project	Shift+F12
Preview Binary File	Ctrl+F11

Previewing on a CAT-DEV Unit

To preview on a CAT-DEV unit, use the following procedure.

1. Turn on the development equipment (CAT-DEV, DRC, and TV).

2. Select **Preview > Preview Page Without Saving** to preview the active page, or select **Preview > Preview Project** to preview the whole project.

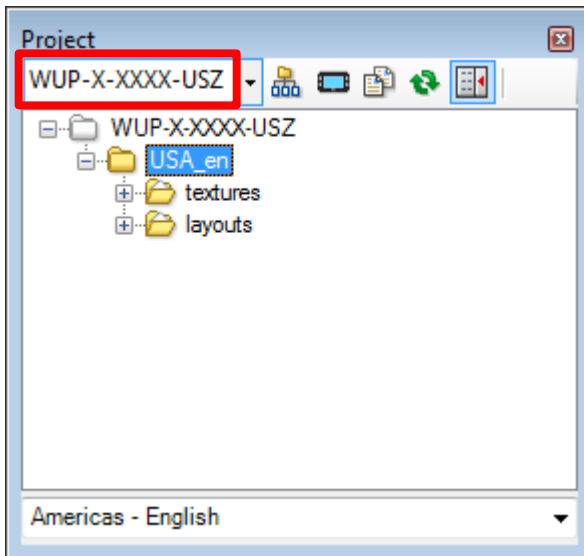
Preview Page Without Saving	F12
Preview Project	Shift+F12
Preview Binary File	Ctrl+F11

4.7 Exporting Binary Files

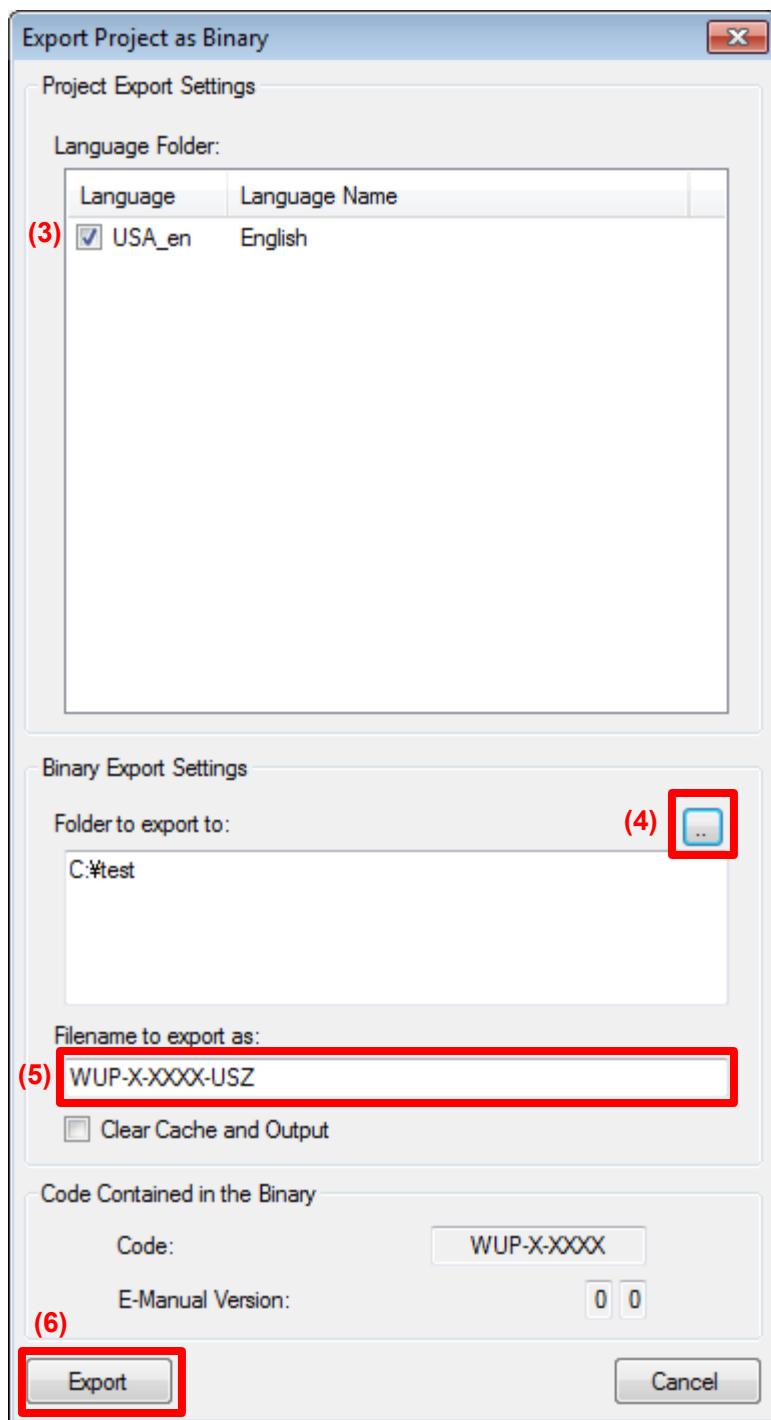
This section explains how to export the project data as a binary file upon completion. A binary file in this context is a BFMA file containing compressed manual data, which is combined with the ROM.

Note: If a project contains many pages or languages, exporting binary files may take a long time. One potential cause is the real-time protection provided by antivirus software. If the conversion process is taking too long, you might be able to shorten the time by temporarily disabling your antivirus software. The user must take full responsibility for disabling the antivirus software and re-enabling it after the export is complete.

1. Check that the completed project is open. If not, click the **Specify Project Folder** icon and select the project.



3. Go to **File > Export Project as Binary**.
4. Pick the languages to be exported.



Note: The only e-manuals that appear for the selected language folders are those e-manuals that correspond to the Wii U system region. For example, if you select the `USA_xx` and `JPN_ja` language folders but the system region is US, the Japanese e-manual is not displayed. If you select `USA_xx` and `JPN_ja` but the region is EU, an error appears and no e-manuals are shown.

5. Click the folder selection icon and select an output folder.

6. Enter the output filename.

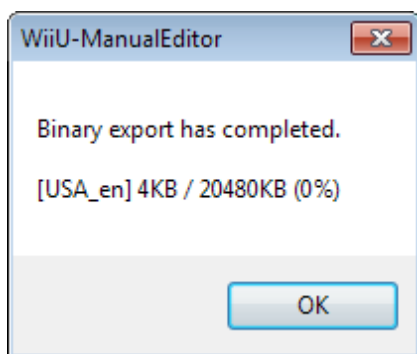
Note: Filenames with double-byte characters cannot be read by development units. Avoid using them.

Note: Use this filename only for development. When combining the manual with a ROM for master submission, you must change the name to `Manual.bfma`.

Note: Clear the **Clear Cache and Output** option. If the binary file does not export correctly, select this option and run the export again.

7. Click **Export**.

8. A pop-up window showing the binary file size is displayed when the output is complete. Review it and click **OK**.



The binary file size is considered to be the manual size. This is the only way of checking the data size.

The limit for binary files is **128 MB** including all languages. An error appears when attempting to create a binary file larger than this limit. **Each individual language must be no larger than 20,480 KB.**

An error also appears when creating a manual with more than 50 pages.

Note: Wii U manual text data takes up less space when compared to Nintendo 3DS manuals. For this reason, a large binary file size is likely caused by a large amount of images. To reduce the manual size, reduce the image count or use the same image multiple times within the manual.

4.8 Final CAT-DEV Preview

The preview appears either on your PC or a CAT-DEV, depending on your environment settings (see section 3.5 Manual Editor Environment Settings). When making final adjustments to your e-manuals, make sure to preview them on a CAT-DEV unit.

Note: If you have placed page jumps or in-page jumps in your layouts, they are rendered as interactive buttons in the viewer, and appear in front of any other objects, regardless of the display order shown in the editor. Make sure your page jumps and in-page jumps don't overlap other content in your manuals that you don't want to be obscured.

Note: If you are having any trouble previewing e-manuals on your PC or a CAT-DEV unit, see the *Why can't I preview on my PC or a CAT-DEV unit?* item in the Q&A within the ManualEditor help.

To preview on a CAT-DEV unit, use the following procedure.

1. Turn on the development equipment (CAT-DEV, DRC, and TV).
9. Select **Preview > Preview Page Without Saving** to preview the active page, or select **Preview > Preview Project** to preview the whole project.

Preview Page Without Saving	F12
Preview Project	Shift+F12
Preview Binary File	Ctrl+F11

5 Objects

This section explains how to create text boxes, images, and frames.

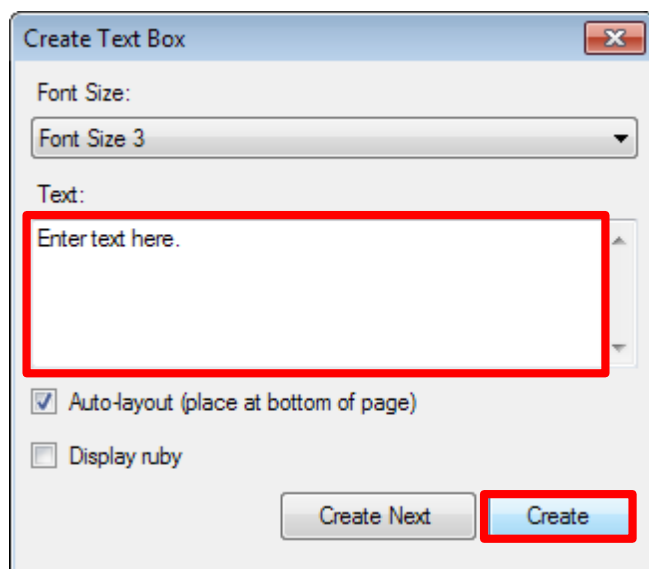
5.1 Text Boxes

5.1.1 Creating a Text Box

1. Go to **Object > Create Text Box**.

Note: You can also do this by right-clicking on the page and selecting **Create Text Box**.

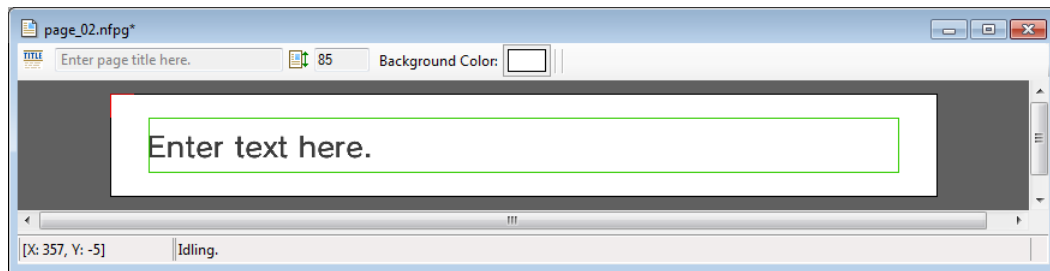
2. In the Create Text Box window, enter the text box contents and click **Create**. To create a series of text boxes, click **Create Next**.



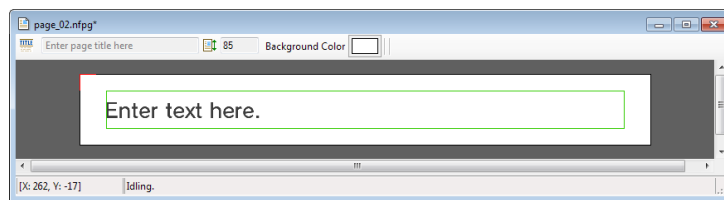
Note: Select the **Auto-layout** check box to automatically insert the text box at the bottom of the page. To insert it in another location, place the pointer where you want to insert the text box, open this window on the short-cut menu, and clear the **Auto-layout** box.

Note: To insert a “<” character, use “<<” instead. Using “<” on its own results in an error upon previewing the manual.

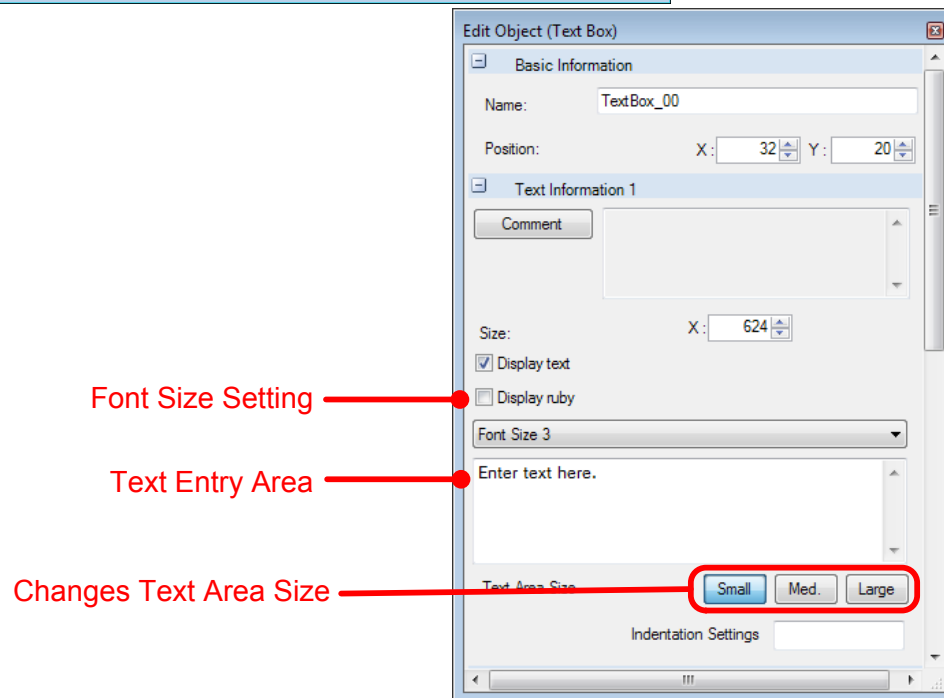
3. The new text box is displayed in the page layout window, surrounded by a green border.



4. When you select a text box, the text is displayed in the **Text Entry** field of the **Edit Object** sub-window. You can double-click the text box to bring up this sub-window if it's not already visible. Edit this text as needed.



Edit Object window



Note: It is not possible to create an empty text box.

5. Use the **Font Size** drop-down box to select one of 5 font sizes.

Table 5-1 Font Size Usage Rules

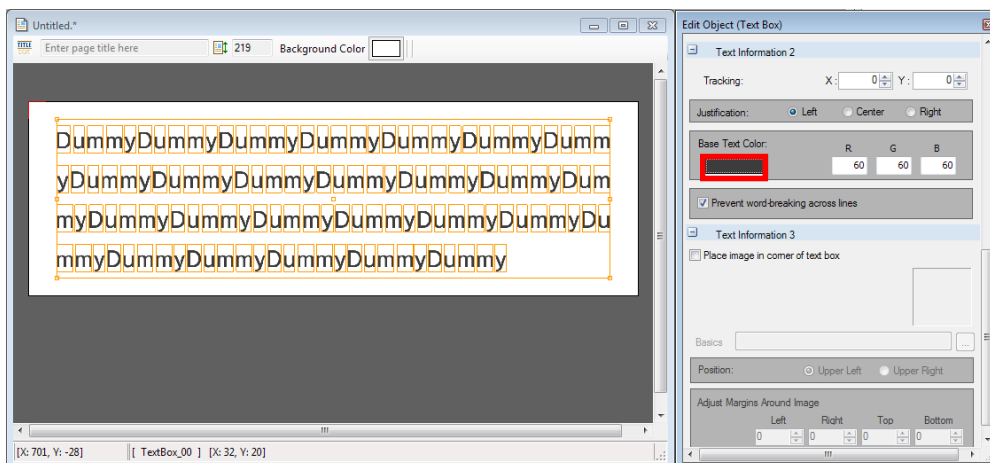
Size	Usage	Description
1	×	Due to readability concerns, this may not be used in the main body. This can only be used for fine print that does not need to be read by the user.
2	△	As a general rule, this may not be used in running text due to readability concerns. This font size can only be used when a particular layout requires text to fit in a narrow space, or when giving supplementary information.
3	○	Use as the standard font size.
4	×	Recommended for headers and emphasis. This font size is excessively large when viewed on screen and may not be used for running text.
5	×	Recommended for headers and emphasis. This font size is excessively large when viewed on screen and may not be used for running text.
6	×	This font size was created for use with extended font characters, such as Wii U button icons. It can also be used for headers and emphasis. This font size is excessively large when viewed on screen and may not be used for running text.
7	×	This font size was created for use with extended font characters, such as Wii U button icons. It can also be used for headers and emphasis. This font size is excessively large when viewed on screen and may not be used for running text.

Note: Extended font characters such as button icons may appear small when compared to the surrounding text, due to the button-like design. When using button icons alone in a text box, use font size 6 or 7 to make them a similar size to surrounding text.

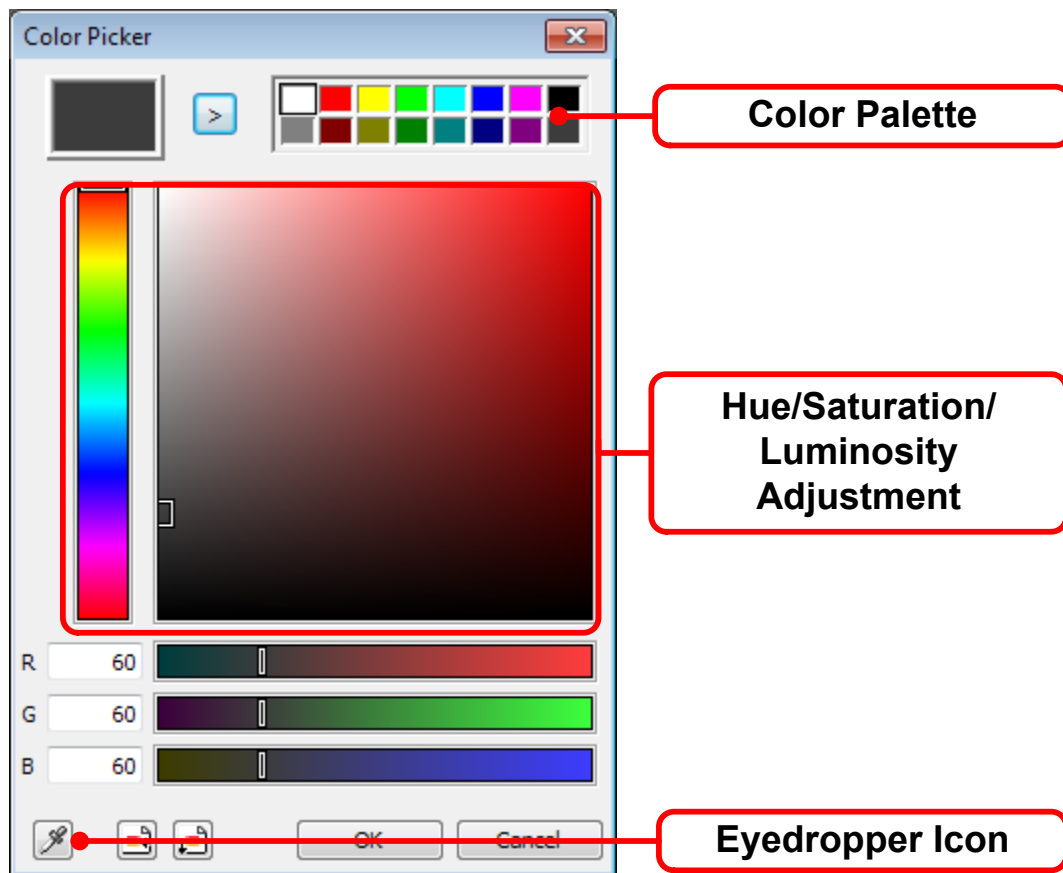
5.1.2 Changing Text Color

1. To edit the color of text in an individual text box, select the text box and click the **Base Text Color** icon in the **Edit Object** sub-window.

Note: For black text in the main body, a color of R:G:B = 60:60:60 is recommended.



2. In the **Color Picker** window, use the color palette and saturation palette to select a color, and then click OK. The color is saved for your text box.

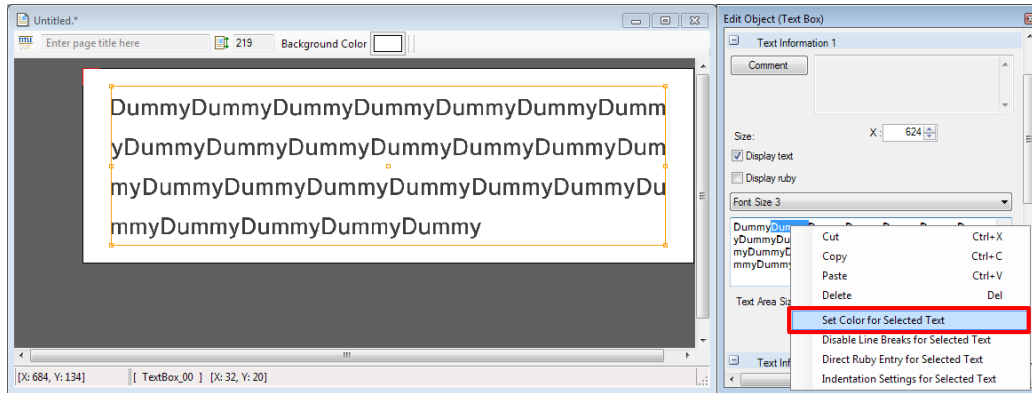


Note: Click the eyedropper icon to turn your mouse pointer into an eyedropper. Click any color on your PC monitor to set that color as the current color. For more information about the Color Picker feature, check the help documentation for the tool.

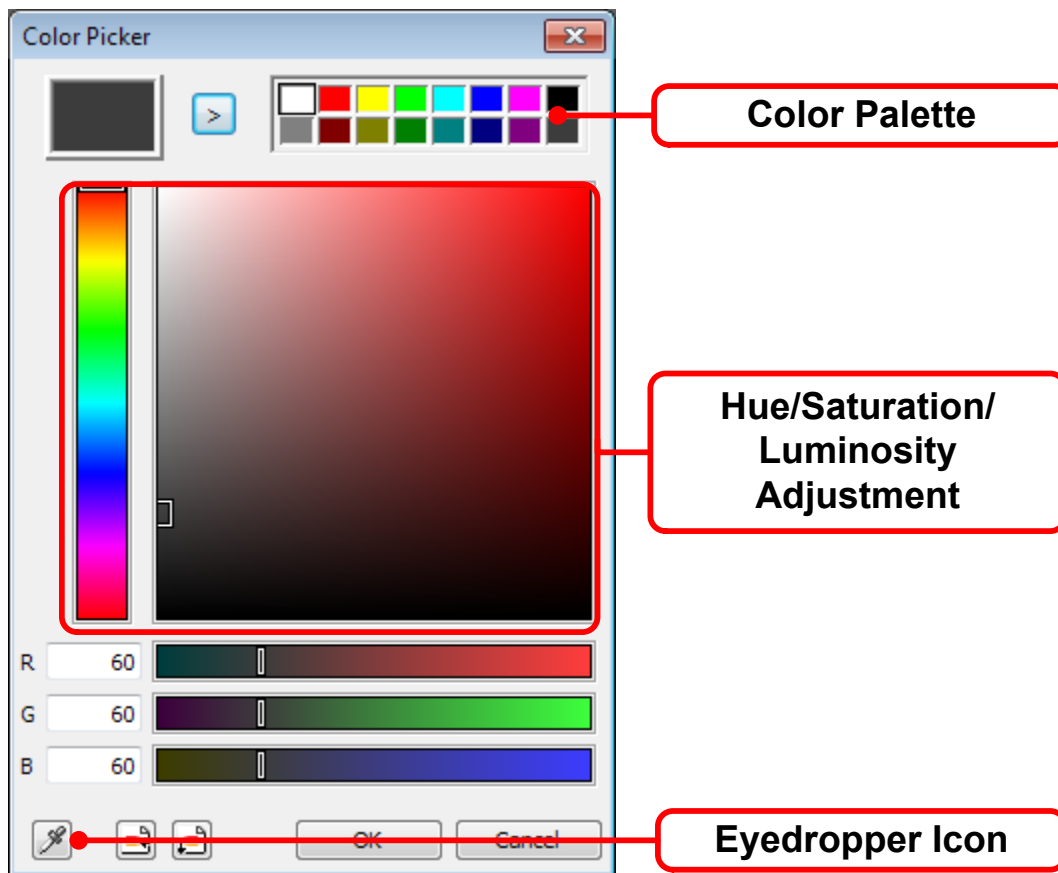
Note: You can also adjust color using the RGB values in the **Edit Object** sub-window.

Setting Color for Specific Text

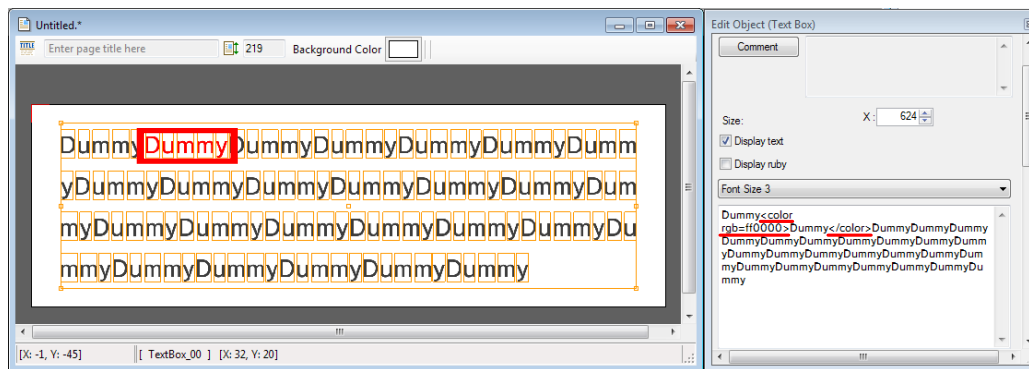
1. To change the color of specific text, right-click the text in the text entry field of the **Edit Object** sub-window, and then click **Set Color for Selected Text** on the shortcut menu.



2. The **Color Picker** control is displayed. Use the **Color Picker** to change the color.



The color of the text changes.



Color tags are added to the left and right of the relevant text. You can use these tags to determine which text is colored. Delete these tags to return the text to the default color set for that text box.

Note: When deleting tags, be sure to delete all tags in (and including) the < and > symbols on each side of the text.

Choosing Text Colors and Background Colors with Maximum Readability

Certain combinations of text colors and background colors cause the colors to bleed somewhat when viewed on the GamePad screen, which can make the text difficult to read. This can occur with the following color combinations:

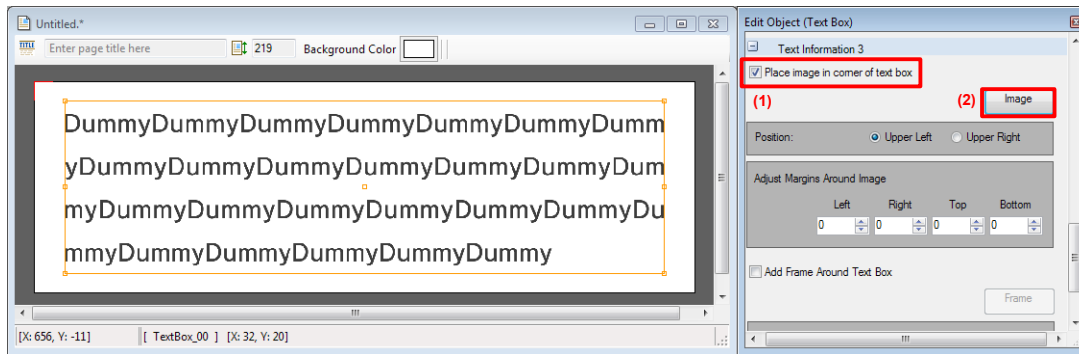
-  → **Red, blue, and purple** text appear blurry on black backgrounds.
-  → **Green, yellow, and light blue** text appears blurry on white backgrounds.

This phenomenon is caused by the color conversion process used when transferring images on the hardware. When designing manuals, note the following cautions when creating content:

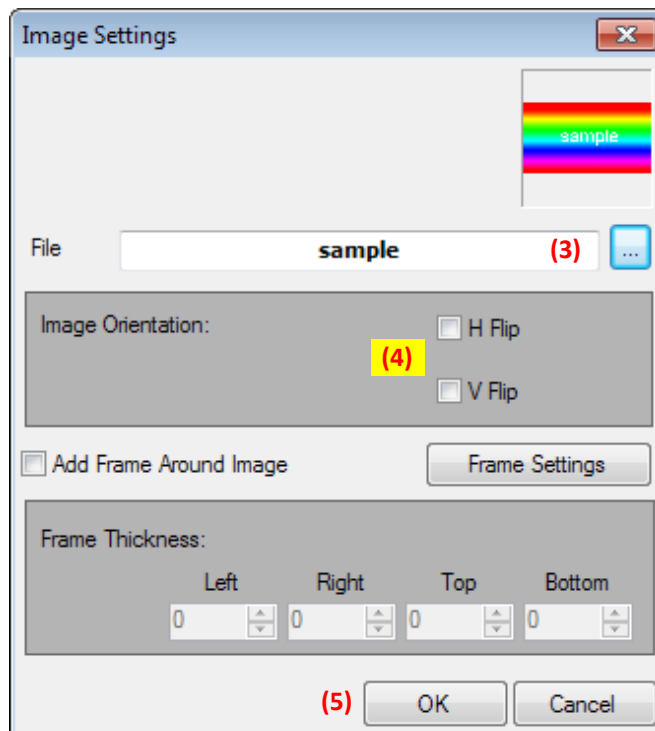
- Avoid combinations that cause colors to blur, such as black text on red backgrounds, as much as possible.
- Use of the GamePad to check manual content is recommended because colors can appear blurry on the GamePad's screen.

5.1.3 Reflowing Text Around Images

1. Click a text box, and then go to the **Edit Object** sub-window and select **Place picture in corner of text box**.
10. Click **Image Settings**.

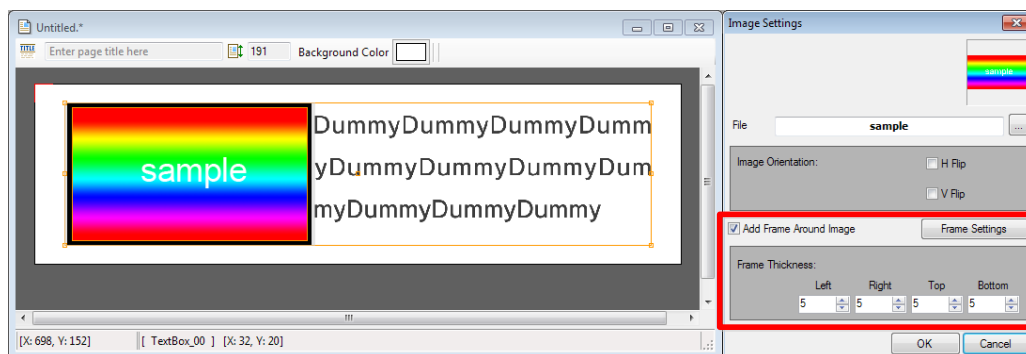


11. Click the browse button. The `textures` folder opens. Select the image you want to insert.

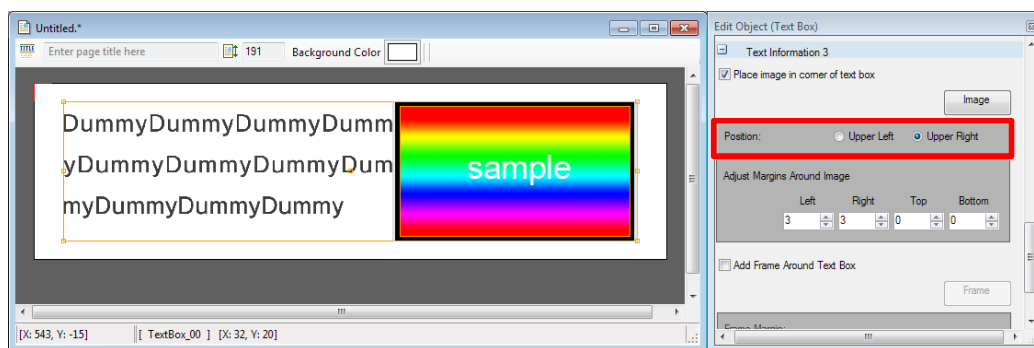


12. Select the **H Flip** or **V Flip** boxes if necessary to adjust the orientation.
13. Click **OK**.

Note: You can place frames around pictures as shown in the following screenshot. To place a frame, select the **Add Frame Around Image** check box, and then click the **Frame Settings** button. For more information about configuring frames, see section 5.3 Frames. You can also configure the frame thickness at each side if necessary.



14. Use the **Position** options in the **Edit Object (Text Box)** window to choose the desired position of the image within your text box.

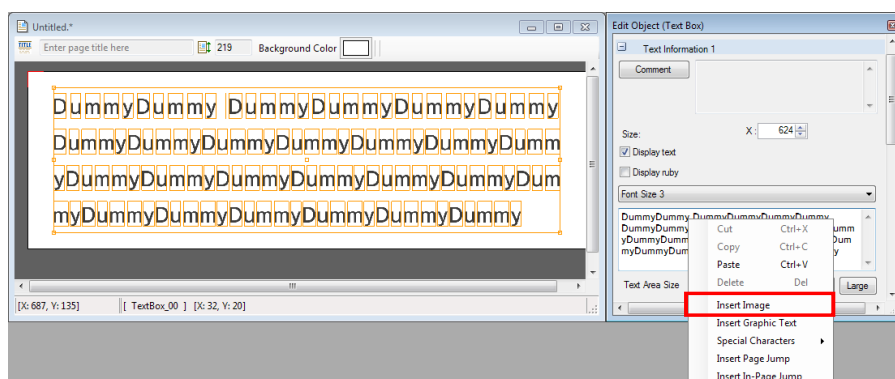


15. Use the **Adjust Margins Around Image** setting if necessary to increase the amount of empty space surrounding the image.

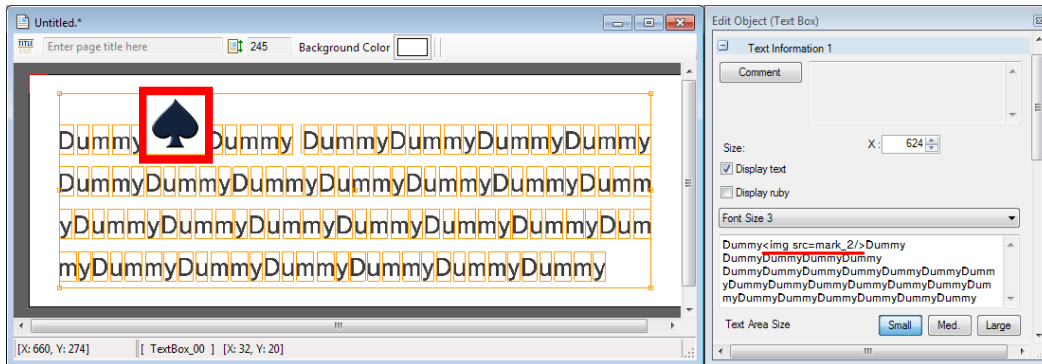
Note: When inserting a series of pictures, increase the margins around the picture (increase the **Left** margin for a horizontal series, or the **Bottom** margin for a vertical series). You can remove the picture by clearing the **Place picture in corner of text box** check box. For information about image files, see section 5.2 Images.

5.1.4 Placing Images in Running Text

1. Select a text box and go to the text entry field in the **Edit Object** sub-window. Right-click where you want to place the image, and click **Insert Image** on the shortcut menu.



16. Select the image you want to insert and click **OK**. The image is inserted in the specified location.



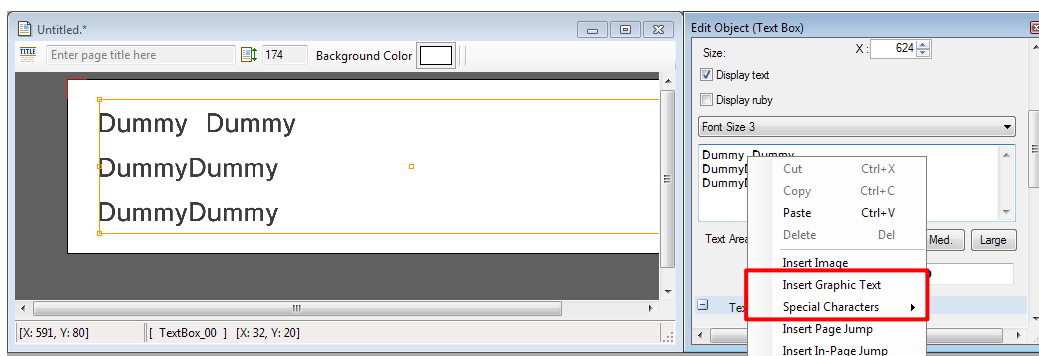
Note: The image reference is inserted as an image tag. To remove the image, just delete the image tag. For information about image files see section 5.2 Images.

5.1.5 Inserting Special Characters

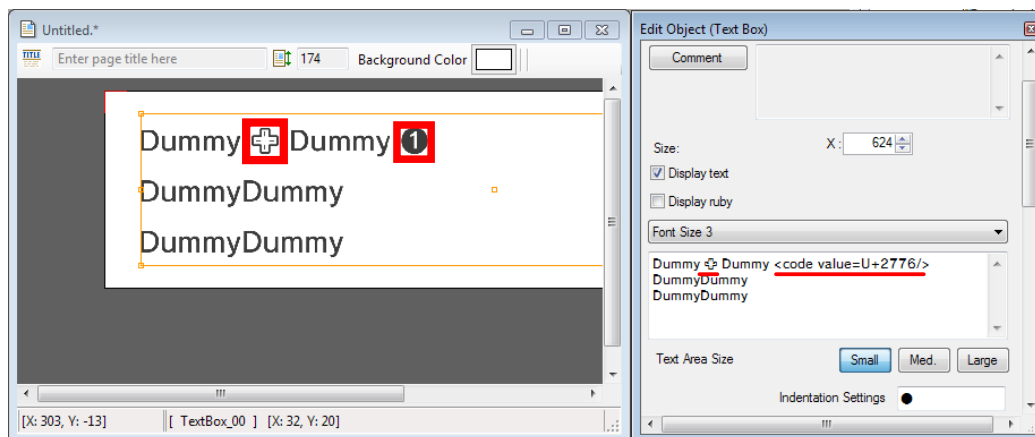
“Extended font characters” refers to extra images, such as button icons, that are included in the Wii U system font. Extended font characters appear in the text input box as black dots. To remove the special characters, simply delete these black dots.

“Special characters” refers to the circled number icons (1-20) included in Windows fonts. These are inserted using tags, and can be removed by deleting the tags.

1. Select a text box and go to the text entry field in the **Edit Object** sub-window. Right-click where you want to place the character, and click **Insert Graphic Text** or **Special Characters** on the shortcut menu.

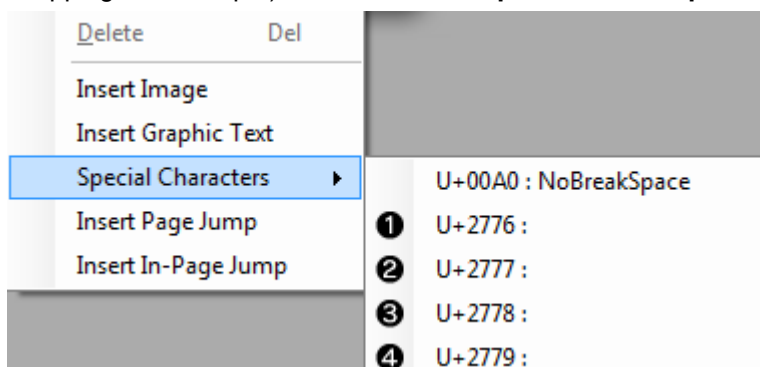


- From the pop-up box or menu, select the character you want to insert, and then click **OK**.
The selected character is inserted into the manual.



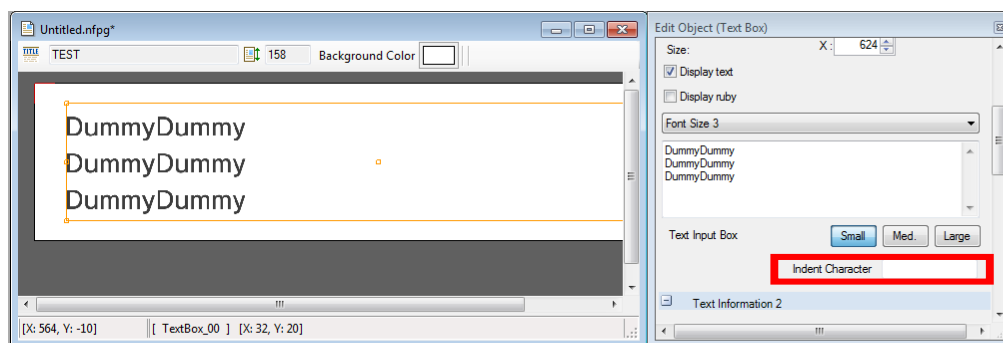
Note: Extended characters are available to represent the input features of each controller. Some of these characters require caution during use. For more information, see section 8.4 List of Nintendo Extended Characters.

Note: To insert a non-breaking space (to keep two words from being separated by automatic wrapping, for example), select **NoBreakSpace** from the **Special Characters** menu.



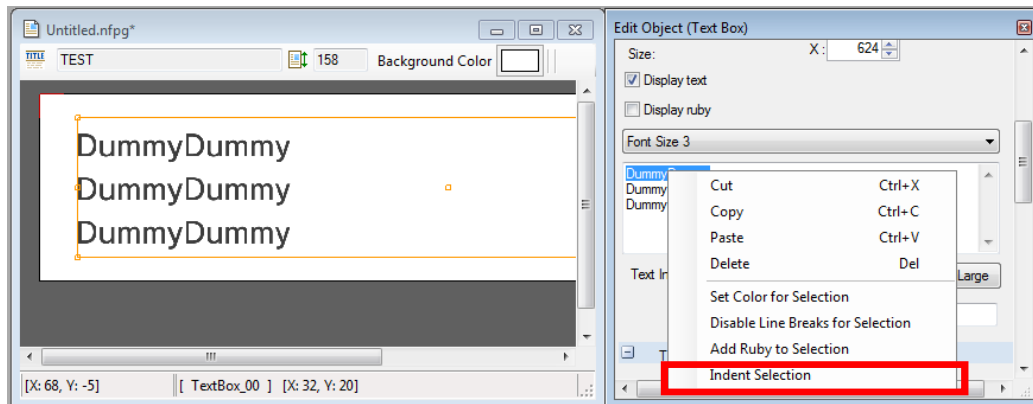
5.1.6 Indenting Text

- Select a text box and enter the indent character in the **Indent Character** field. This character can be a blank space, a bullet point, and so on.

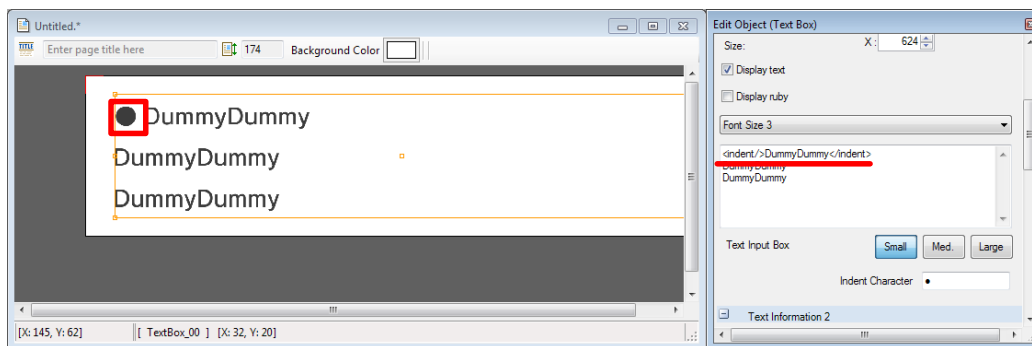


- Right-click the text you want to indent in the text input box, and then click **Indent Selection** on the

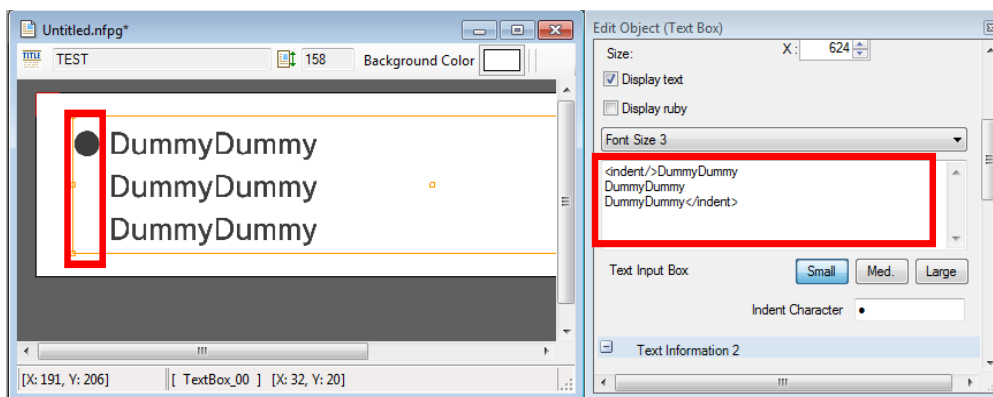
shortcut menu.



A pair of `<indent/>` tags is inserted in the text box.



18. To indent the entire text box, right-click the text box and click **Indent Selection** on the shortcut menu. The character is present at the start, and the whole text box is appropriately indented.



5.1.7 Inserting Ruby Characters

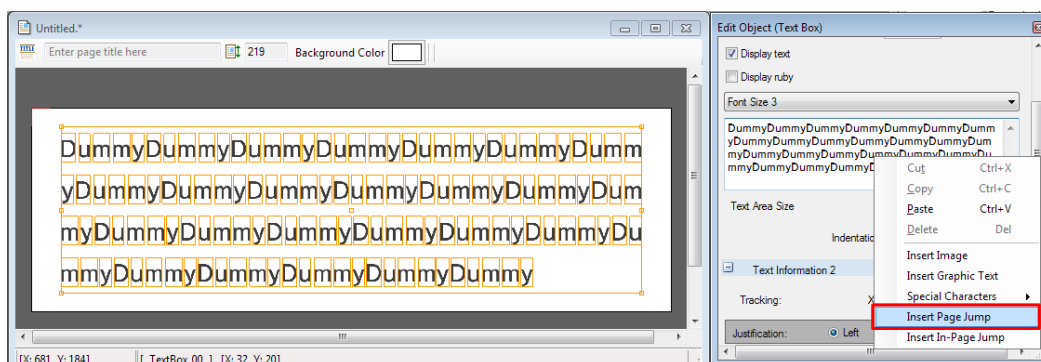
The Manual Editor includes a feature to add ruby characters to Japanese kanji. For instructions on how to use this feature, see the Japanese version of this document.

5.1.8 Inserting Page Jumps

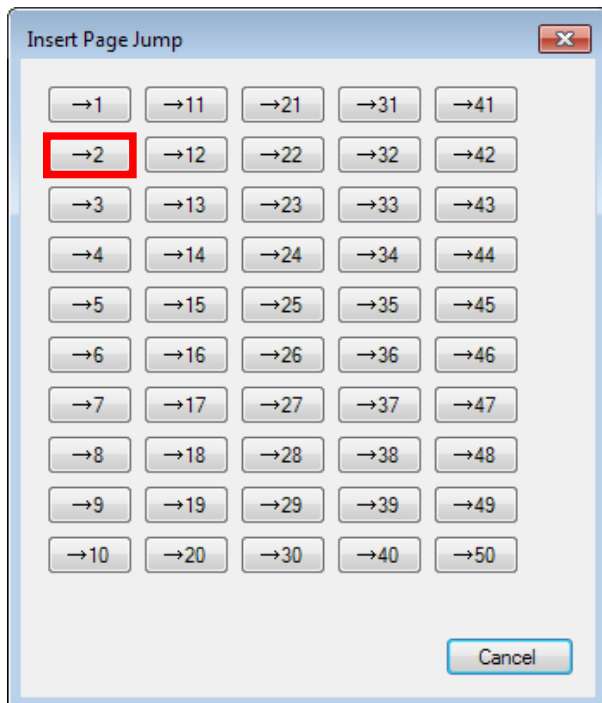
The Manual Editor supports page jump buttons for pages 1 to 50. These buttons enable users to jump directly to another page of the manual.

Note: If you place page jumps or in-page jumps in your layouts, they are rendered as interactive buttons in the viewer, and appear in front of any other objects, regardless of the display order shown in the editor. Make sure your page jumps and in-page jumps don't overlap other content in your manuals that you don't want to be obscured.

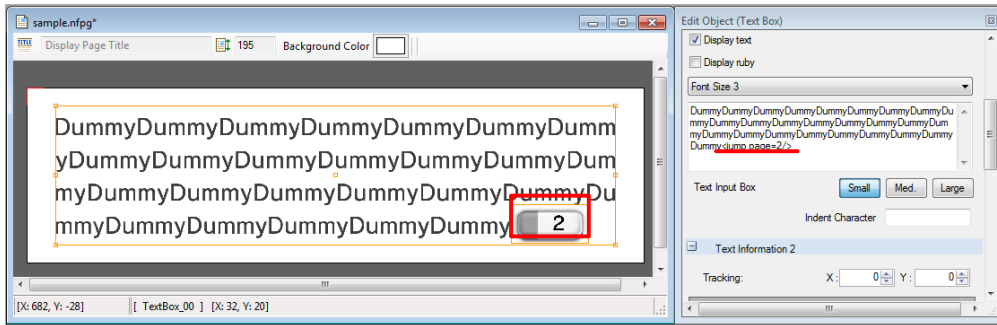
1. Select the text box you want to add the link to. In the text input box, right-click the location where you want to insert the link and click **Insert Page Jump** on the shortcut menu.



2. From the Insert Page Jump window, click the target page number.



A link button is added to the page, and a link tag is inserted in the text box.



3. Go to **Preview > Preview Project**.

Note: You cannot check page links using **Preview Page Without Saving**, as this option converts only the current page.

4. Click the link button in the preview to check that it directs you to the correct page.



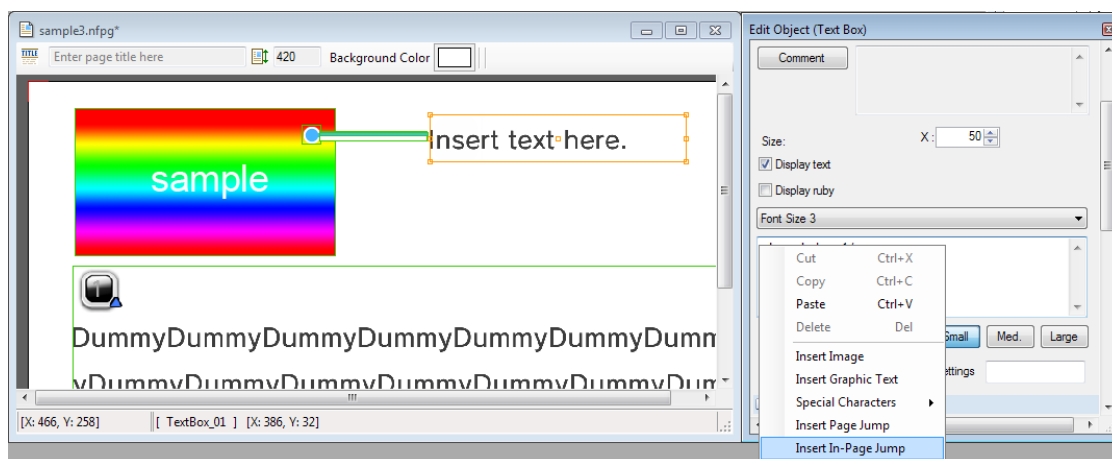
5.1.9 Adding In-Page Jumps

The Manual Editor includes jump buttons, a feature that enables you to directly jump back and forth between a pair of buttons on the same page. You can insert up to 30 of these per manual.

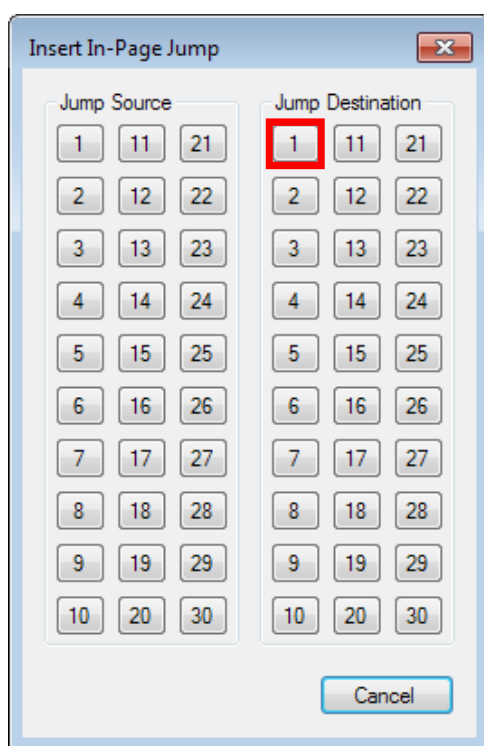
In general, use jump buttons when creating screenshot callouts to jump between each callout and its explanation.

Note: If you have placed page jumps or in-page jumps in your layouts, they are rendered as interactive buttons in the viewer, and appear in front of any other objects, regardless of the display order shown in the editor. Make sure your page jumps and in-page jumps don't overlap other content in your manuals that you don't want to be obscured.

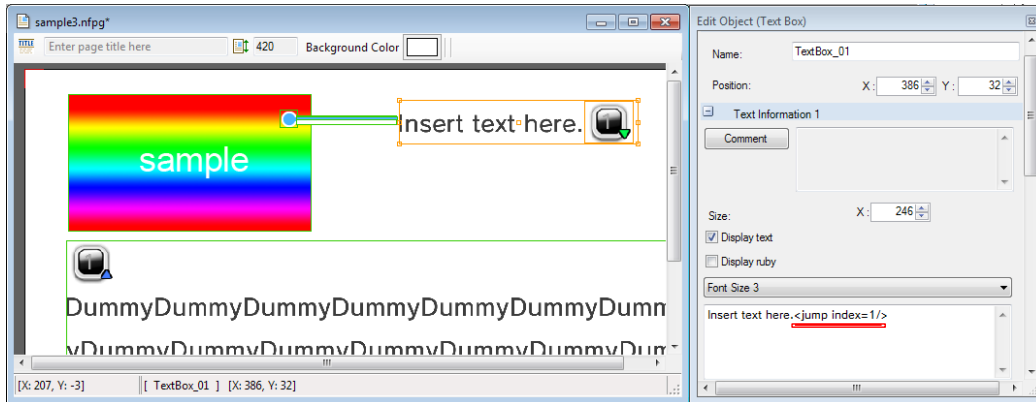
1. Create a new text box for the first jump button and fill it with dummy text.
2. Right-click after the dummy text and click **Insert In-Page Jump** on the shortcut menu.



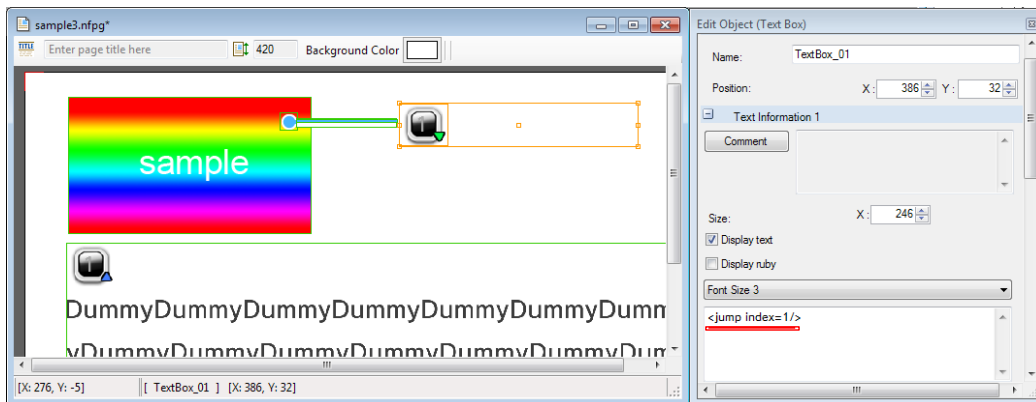
- From the **Insert In-Page Jump** window, click a **Jump Source** button from the columns on the left.



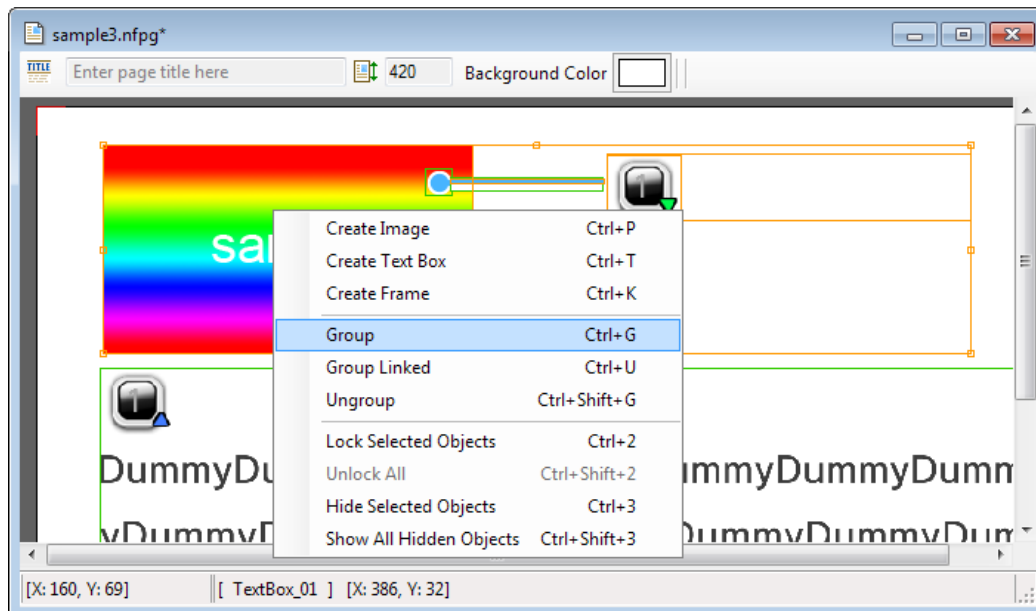
A jump button appears on the page, and a jump tag (<jump index=X/>) appears in the text box.



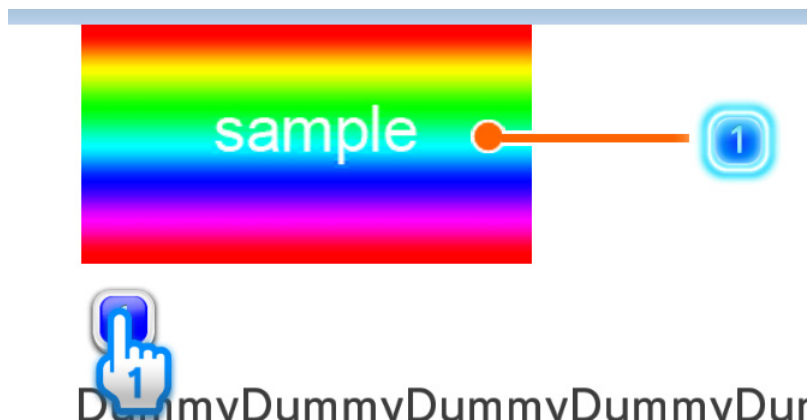
4. Delete the dummy text, leaving only the jump tag, and make any necessary layout adjustments.



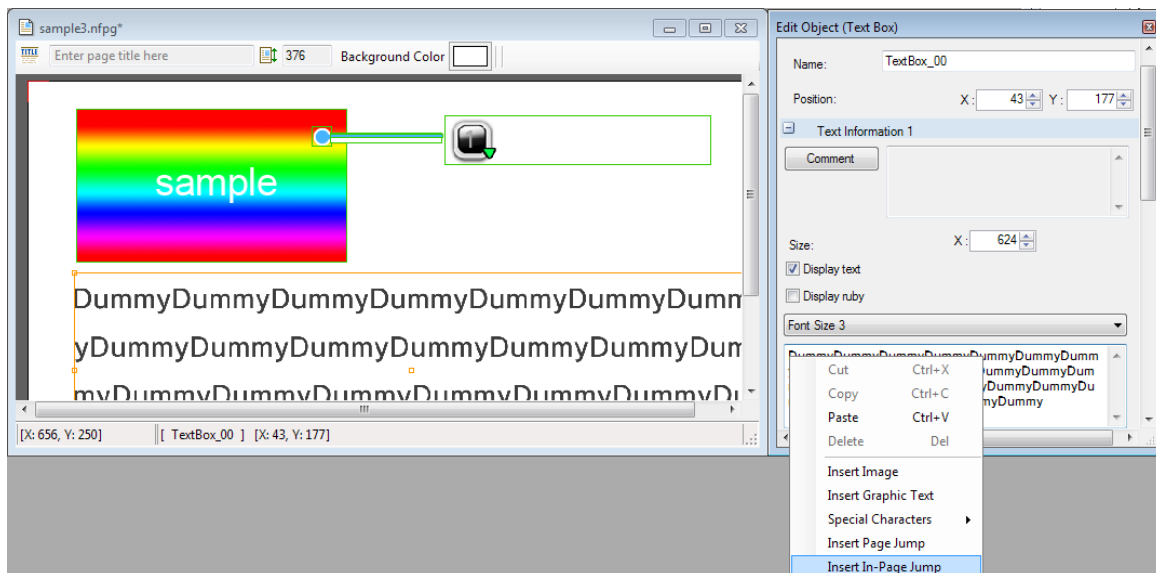
5. Select the screenshot, callout line, and text box, right-click the selection, and click **Group** on the shortcut menu.



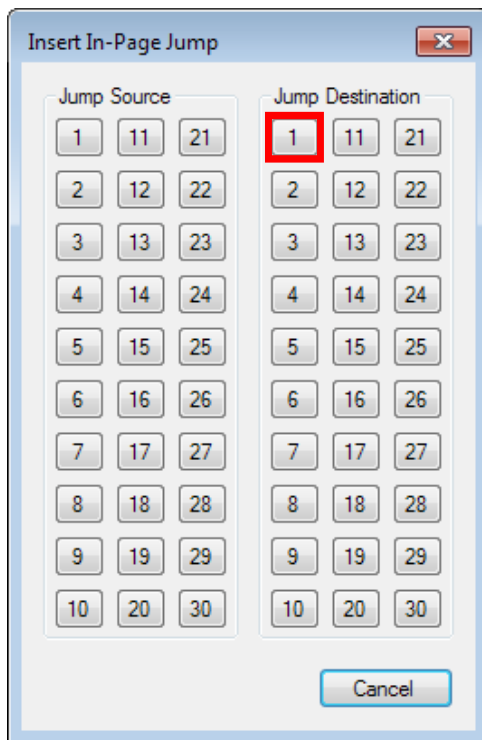
Note: Upon clicking the first button, a user jumps down to the second button, and vice versa. However, if the objects are not grouped, the first jump button is at the very top of the screen, partially cutting off the screenshot. Grouping the objects ensures that the full screenshot is visible.



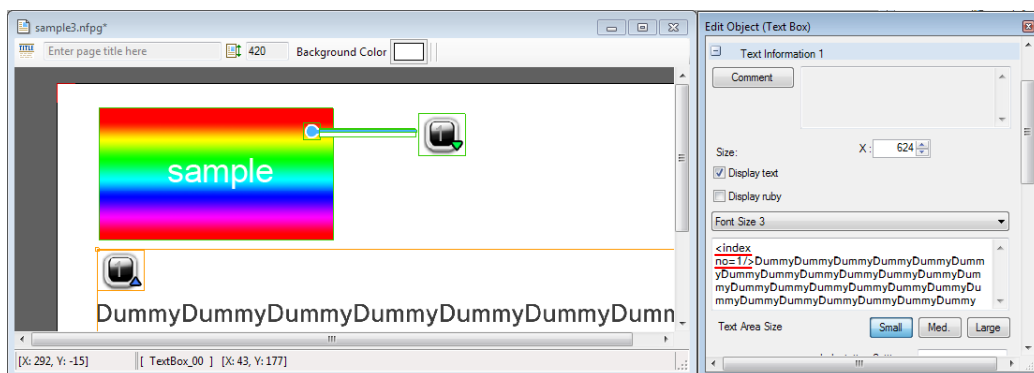
6. Select the text box that contains the second jump button. Right-click where you want to place the button inside the text input box, and click **Insert In-Page Jump** on the shortcut menu.



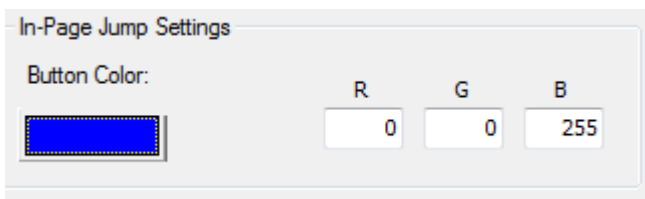
7. From the **Insert In-Page Jump** window, pick a **Jump Destination** button from the columns on the right.



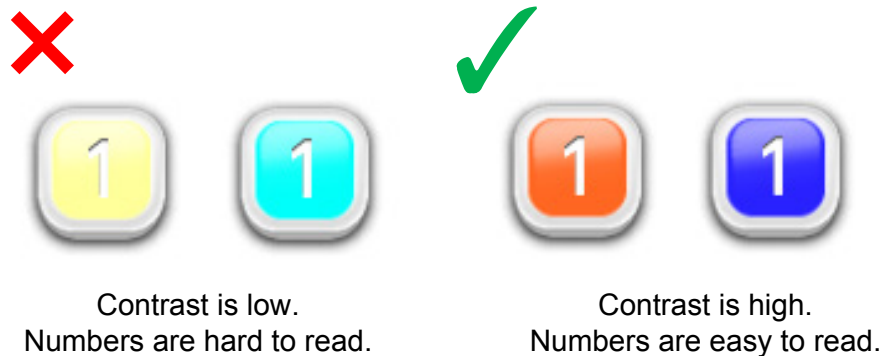
A jump button appears on the page, and a jump tag (`<index no=X/>`) appears in the text box.



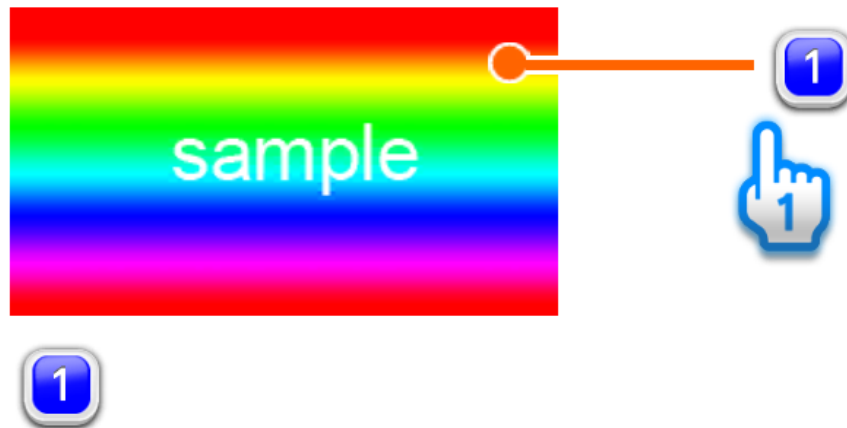
8. To change the color of the jump buttons, go to **Edit > Page Settings > In-Page Jump Settings**.



Note: The number is fixed as white, so make sure that it remains legible against the background color.



19. Go to **Preview > Preview Page Without Saving** or **Preview Project**.
20. Click the jump buttons to make sure they function correctly.

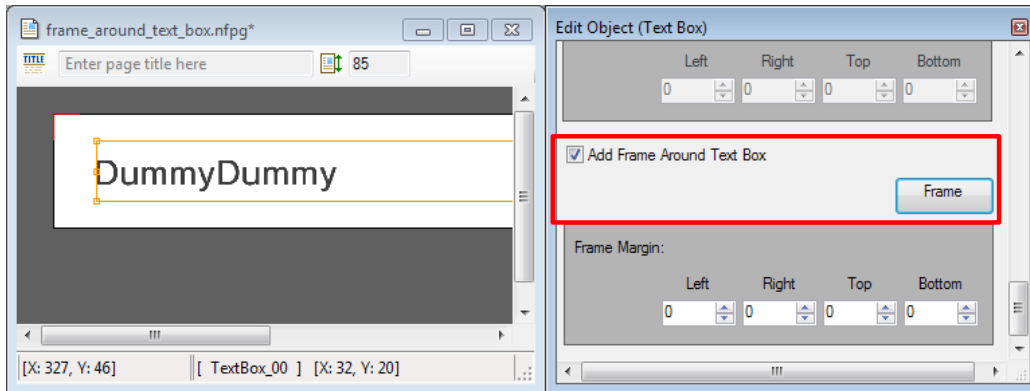


DimmyDimmyDimmyDimmyDim

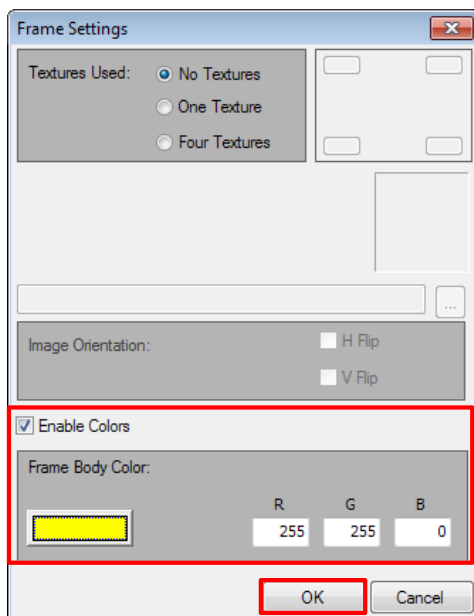
Note: Make sure that the number is the same for each button. The preview function does not work if the numbers are different.

5.1.10 Adding Frames Around Text Boxes

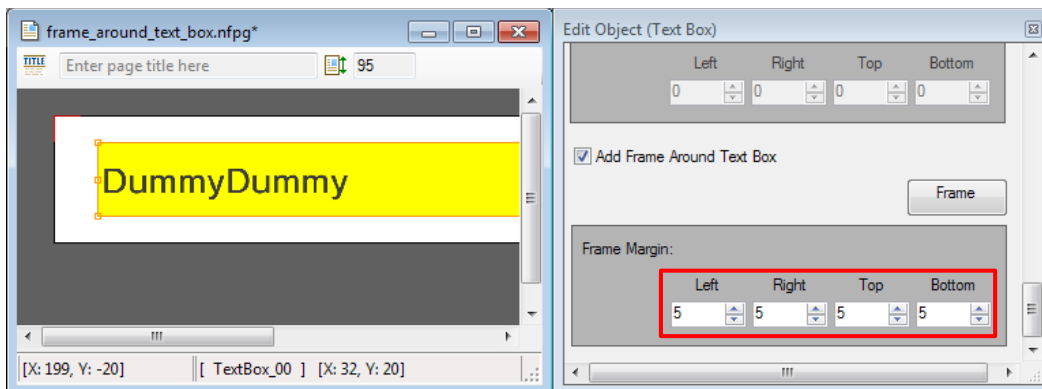
1. Select the **Add Frame Around Text Box** check box in the **Edit Object (Text Box)** window, and then click the **Frame Settings** button.



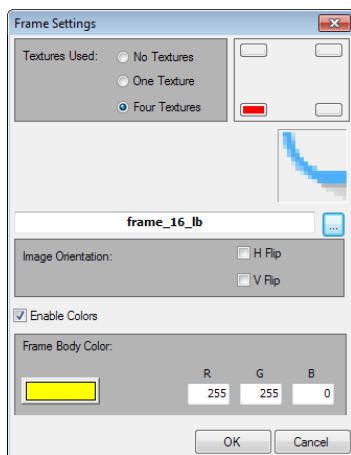
2. Select the **Enable Colors** check box, set the frame body color if necessary, and click **OK**.



21. Set the frame margins if necessary.



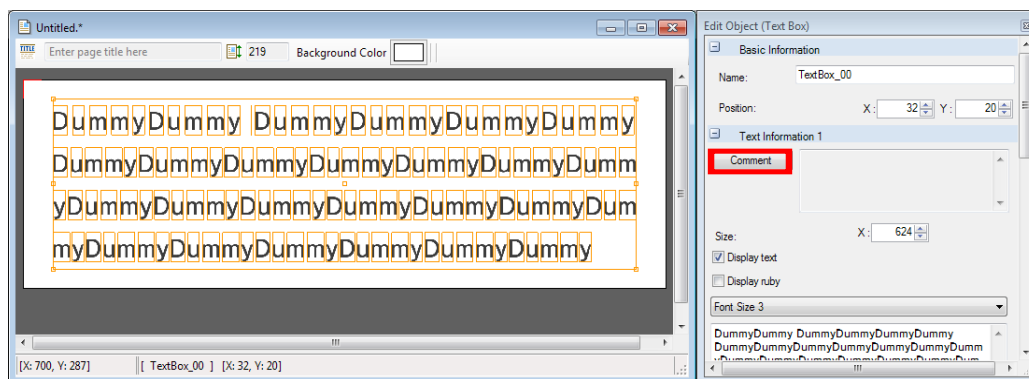
Note: To use frames with rounded corners, or frames with different designs at each corner, you must use the **Four Textures** option in the **Frame Settings** dialog box. For more information, see section 5.3 Frames.



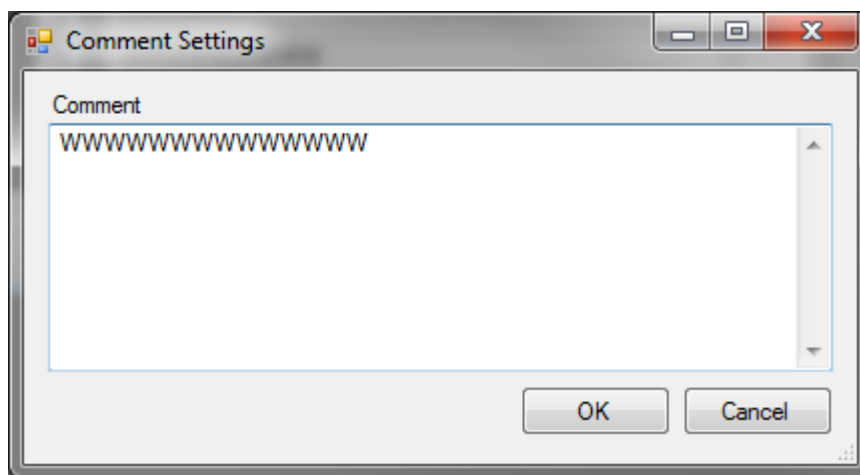
5.1.11 Inserting Comments

Comments can be added to text boxes to facilitate communication between electronic manual creators. This is also used for version tracking of fixed template text.

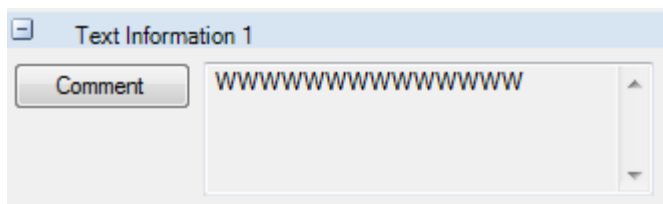
1. Select the text box to which you want to add a comment, go to the **Edit Object** sub-window, and then click **Comment**.



2. Enter the comment in the dialog box and click **OK**.



This comment is displayed in the comment box whenever the text box is selected.



5.2 Images

The Manual Editor supports images in TARGA (.tga) and JPEG (.jpeg) formats. This section explains how to create images for use in e-manuals.

Note: If the same filename (minus the file extension) is shared between TGA and JPEG files in the textures folder, an error appears when converting for binary output or preview. For example, if the folder contains `phot_01.tga` and `phot_01.jpeg`, rename one of these files according to the content.

Note: There are some instances where JPEG files cannot be used:

- Background images (see section 5.2.3 Inserting a Background Image)
- Frame corner images (see section 5.3.2 Creating Frames From Images (Identical Corners) and section 5.3.3 Creating Frames From Images (Unique Corners))

Note: Use only single-byte alphanumeric characters in filenames. You cannot preview the image if the filename contains characters from a multi-byte language.

Note: TARGA files that were created for Nintendo 3DS e-manuals (created using the Photoshop plug-in included with CTR Manual Editor) are now supported. However, the image-compression setting configured in CTR Manual Editor does not work, and the image is instead treated as a normal TGA image.

5.2.1 Creating Images for E-Manuals

1. Use image-editing software to create TGA or JPEG images for use in the manual.

Note: Make sure to use RGB Color as the image mode for TGA images. No other image modes are supported. Preview forcibly terminates if the project has images set to CMYK color. When saving in JPEG format, do not use “JPEG 2000.” When saving JPEGs in Adobe Photoshop CS 5.1, Nintendo recommends the following procedure and settings.

1. Click **File > Save As** from the main menu.
2. Select **JPEG (*.JPG; *.JPEG; *.JPE)** as the file format. (Don’t select **JPEG 2000!**)
3. Under **Image Options**, set the quality to **10 (High)**. Under **Format Options**, select **Baseline (“Standard”)**.

Setting the image quality to **High** yields better-looking images, at the expense of less compression and larger file sizes. Manual designers can set their desired quality. Also, if the read-only attribute is set for any image data in your project, errors sometimes occur during

previews. Make sure that none of the data in your `textures` folder is has the read-only attribute set.

22. Adjust the image size to match how you want it to be displayed in the Manual Editor (in pixels), and then save it in a format as described in the following table.

Table 5-2 Image File Types

Usage	Format
Screenshot	JPEG
Other image (with/without alpha)*	TGA

* If using Adobe Photoshop, save as 32-bit with alpha (BC 3), or 24-bit without alpha (BC 1).

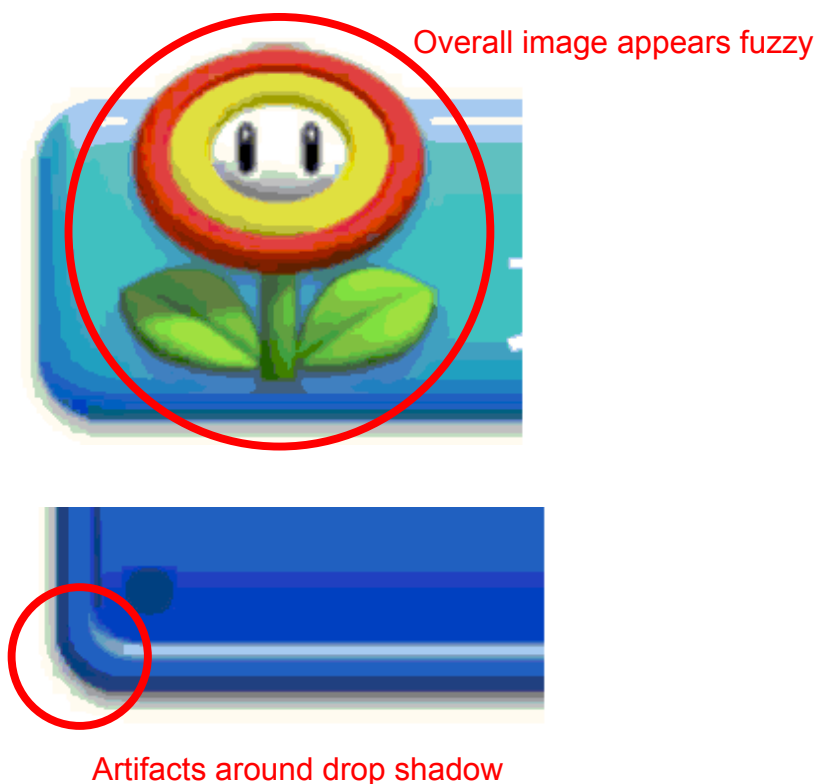
Note: The Manual Editor automatically converts images to the optimal format (BC-type format) when they are loaded.

23. Place the image in the project's textures folder.

Using the High-Quality Image Format (RGBA8)

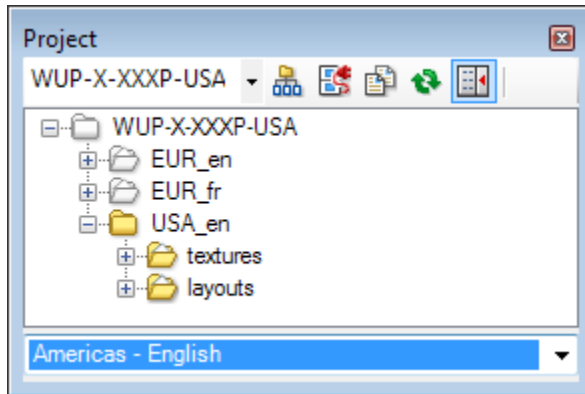
When images are loaded into ManualEditor, they are automatically converted to the optimal format (either BC 1 or BC 3). Because both of these formats are compressed, this can sometimes lead to characters, frame corners, and portions of images appearing with diminished clarity.

Figure 5-1 Example showing fuzziness in certain portions of images

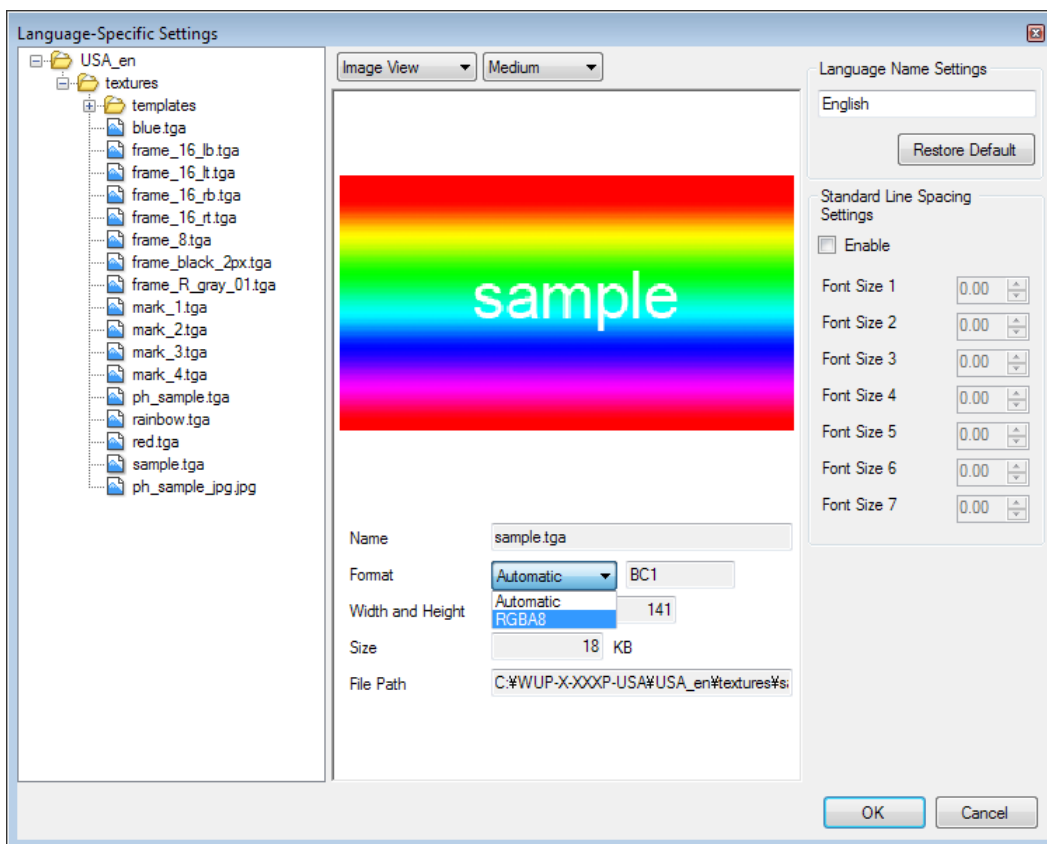


If you are seeing this type of problem, you can convert to an image format called RGBA8. However, note that the image size increases by a factor of 8 if you save in RGBA8 format. Nintendo therefore recommends that you not convert all images in your project, and instead convert just those that are problematic. Use the following procedure to convert to RGBA8 format.

1. Using the drop-down menu at the bottom of the **Project** window, switch to the language that contains the images you want to convert.



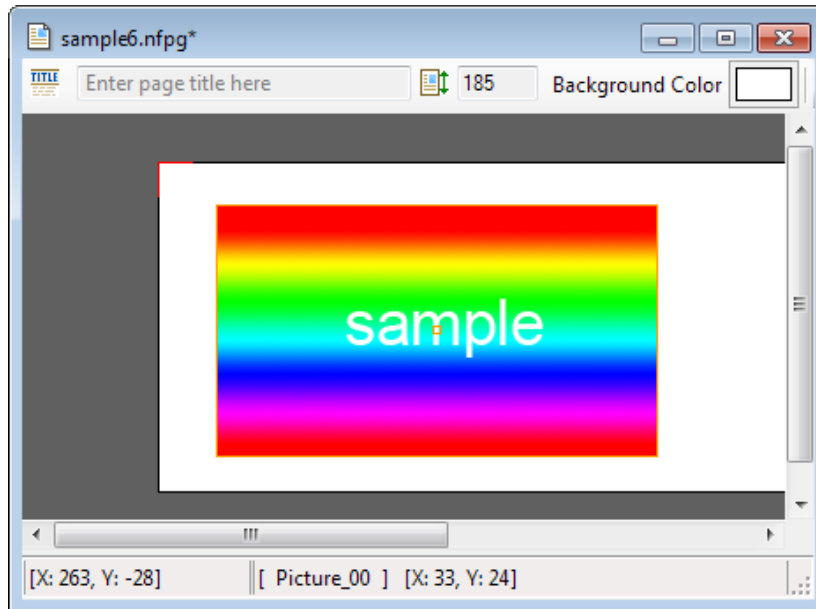
2. On the **File** menu, click **Language-Specific Settings**.
3. Select the filename of the image for which you want to change the format, click **RGBA8** on the **Format** drop-down menu, and then click **OK**.



You can confirm the change later on from the **Language-Specific Settings** dialog box. Verify that the **Format** drop-down menu is set to **RGBA8** and that the image preview appears in high quality. You can revert to the standard automatic lossy conversion setting by changing the **Format** drop-down menu to **Automatic**.

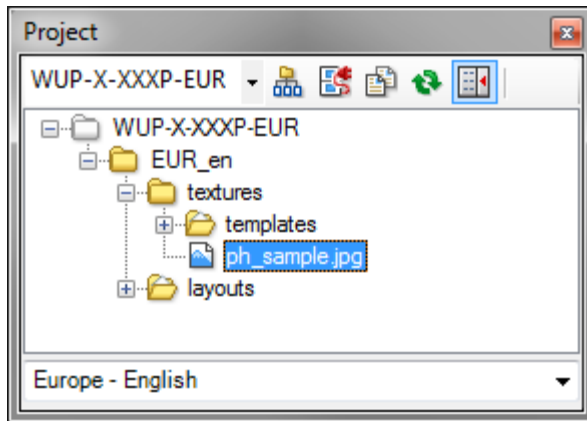
5.2.2 Inserting Images on a Page

1. Go to **Object > New Image** (or right-click the page and select **New Image**).
2. The textures folder opens. Select an image and click **Open**. The image is placed on the page.

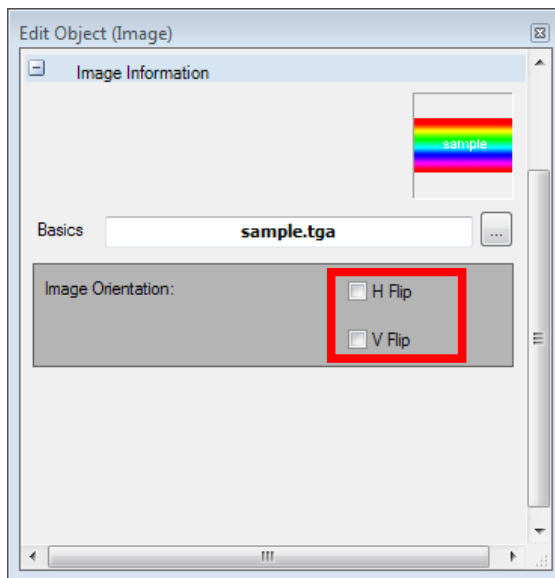


Note: When overlapping text boxes with images, make sure to place the text box on top of (in front of) the image, even for transparent portions of the image. If you place the text box under the image, the part of the textbox below the transparent part of the image is chopped off when you output the PDF.

You can also select an image from the `textures` folder in the **Projects** sub-window and drag it to the page.

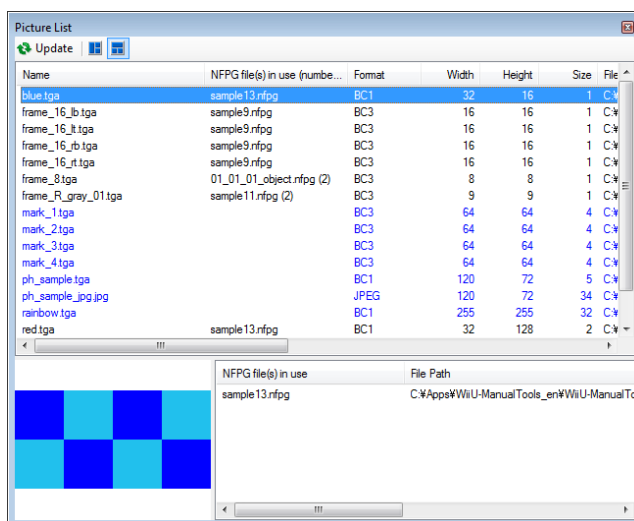


Once the image appears on the page, you can flip it horizontally or vertically using the toolbar or the options in the **Edit Object** sub-window.



Note: The Image (Picture) List feature was added to ManualEditor 1.6.0. You can use this list to check the properties of all images used in the project folder, to check which page files (.nfpng) the images have been placed on, and to delete images. To open the Image List, click **Image**

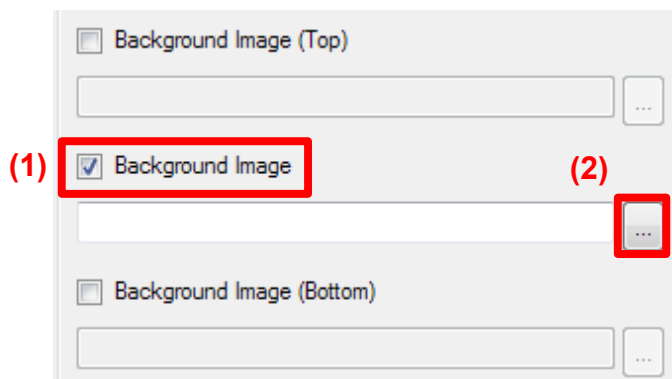
List on the **Window** menu.



5.2.3 Inserting a Background Image

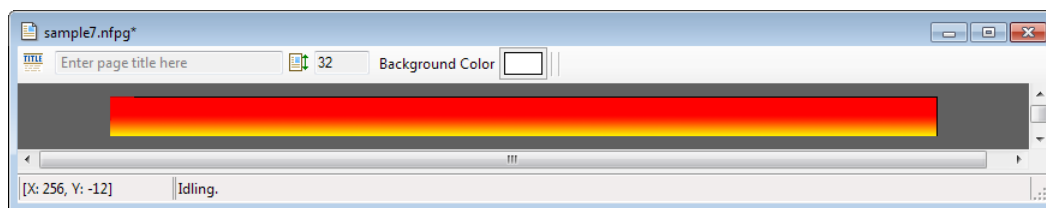
Note: You can only use TARGA (TGA) images as backgrounds.

- Go to **Edit > Page Settings**. Under **Background Settings**, select the **Background** box for the appropriate location.



- Click the file selection button and select an image file.

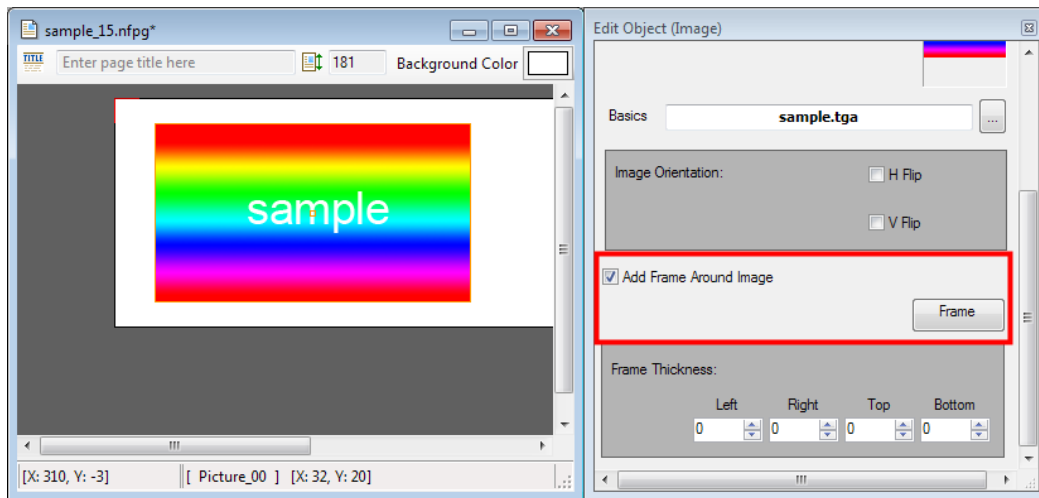
The image file is added as the page background



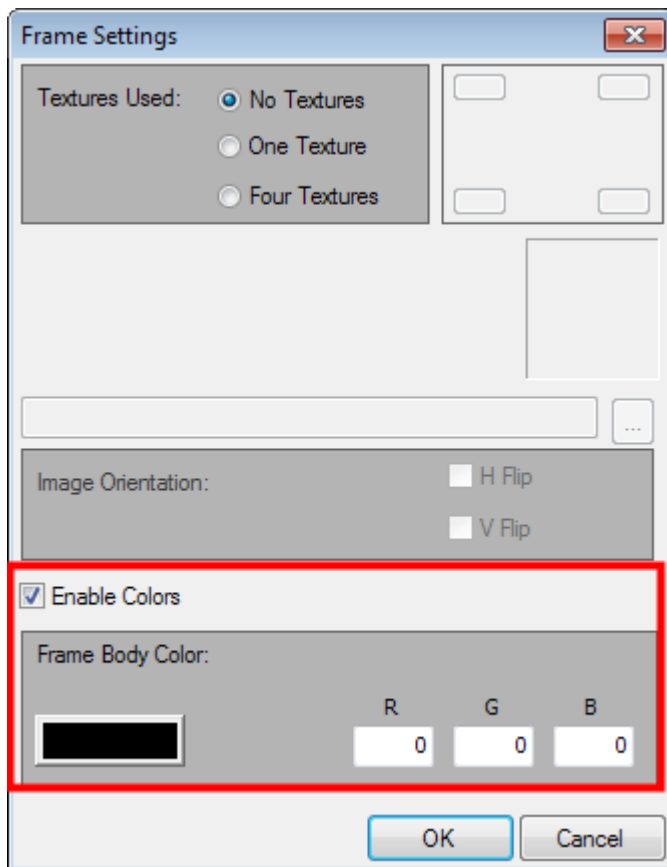
Note: If you select only the middle **Background Image** box, the image is tiled across the whole page.

5.2.4 Adding Frames Around Images

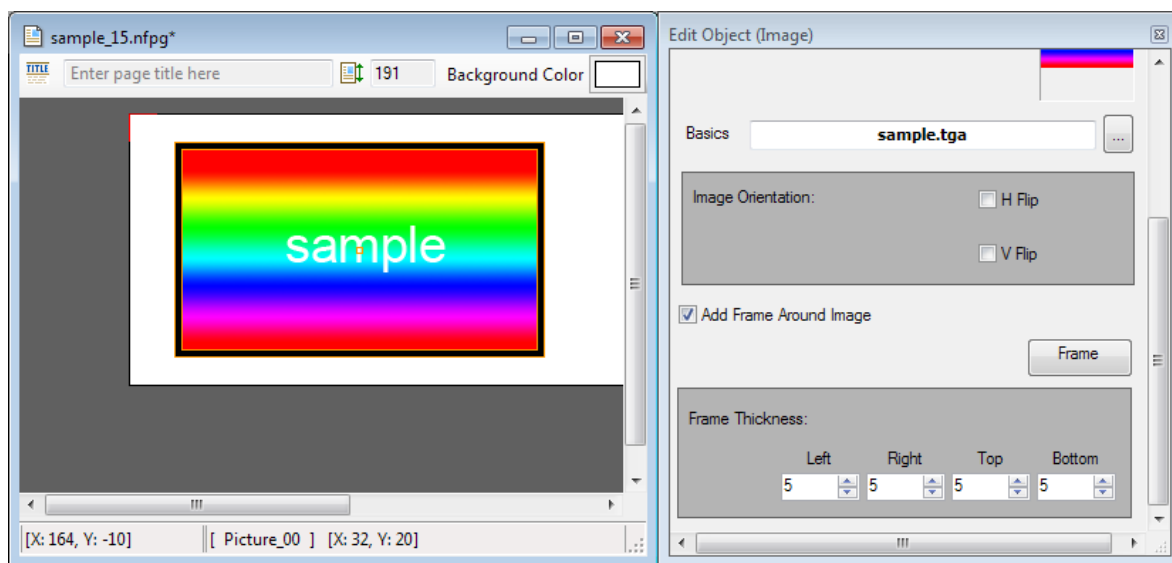
1. Select the **Add Frame Around Image** check box in the **Edit Object (Image)** sub-window, and then click the **Frame Settings** button.



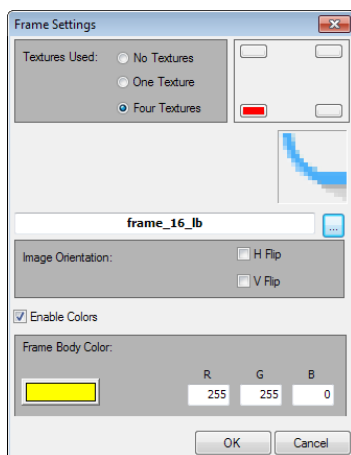
2. Select the **Enable Colors** check box, select your frame body color, and click **OK**.



3. Configure the frame thickness as necessary.



Note: To use frames with rounded corners, or frames with different designs at each corner, you must use the **Four Textures** option in the **Frame Settings** dialog box. For more information, see section 5.3 Frames.



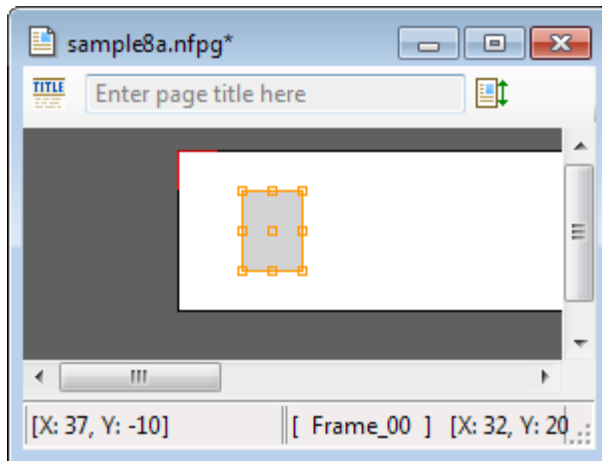
5.3 Frames

5.3.1 Creating Rectangular Frames

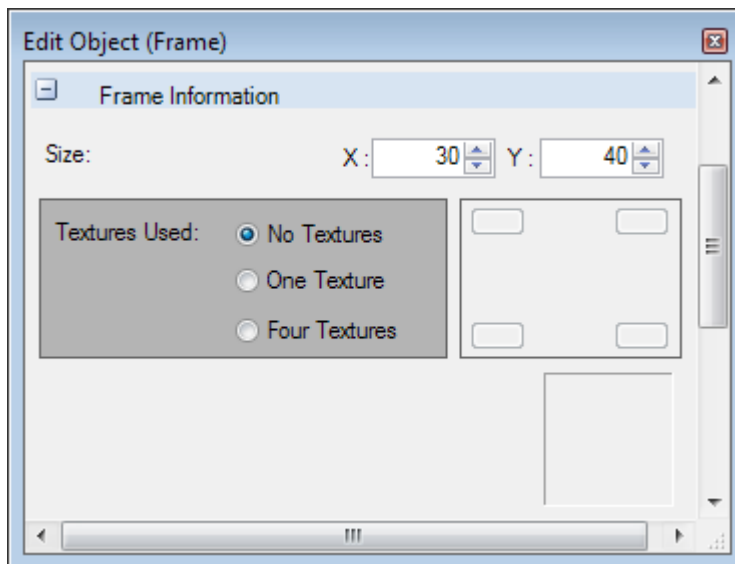
1. Go to Object > Create Frame.

Note: You can also right-click the page and click **Create Frame** on the shortcut menu.

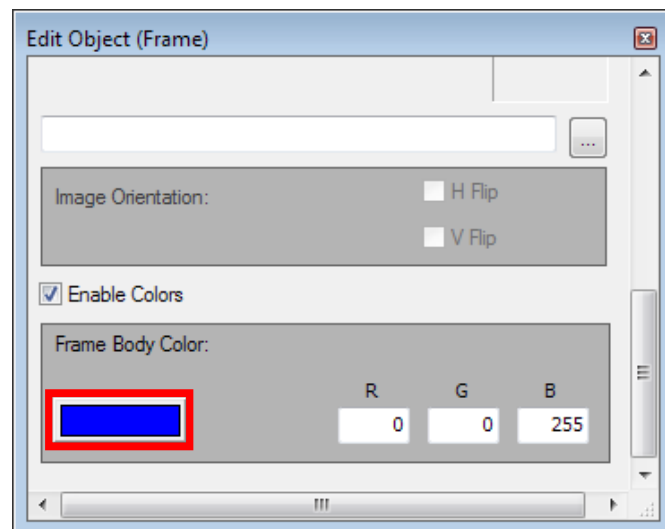
A gray square is added to the page.



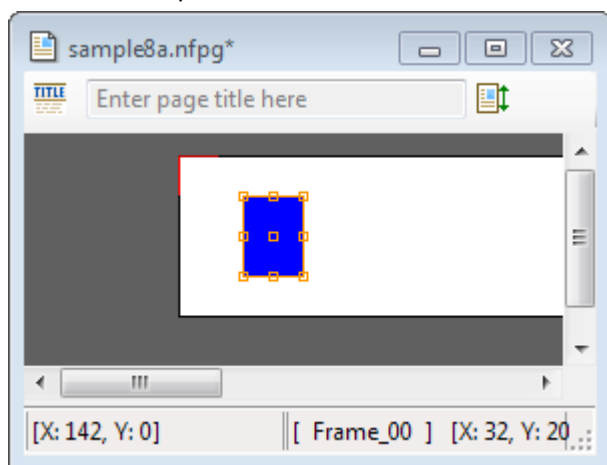
2. Select the frame and go to the **Edit Object** sub-window. Set **Textures Used** to **No Textures**.



3. Pick a fill color using **Frame Body Color** if necessary.



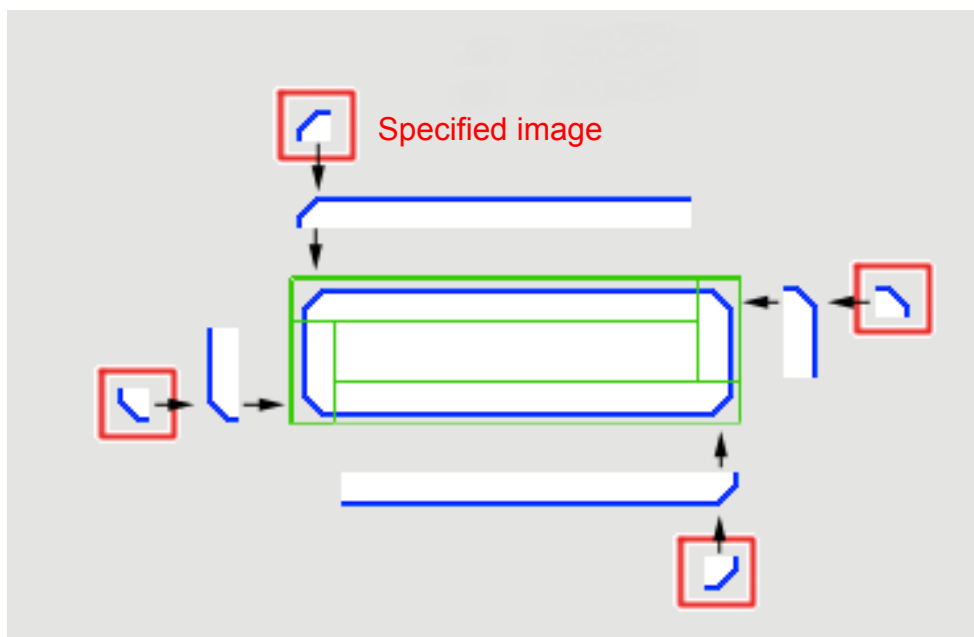
The frame is updated with the new color.



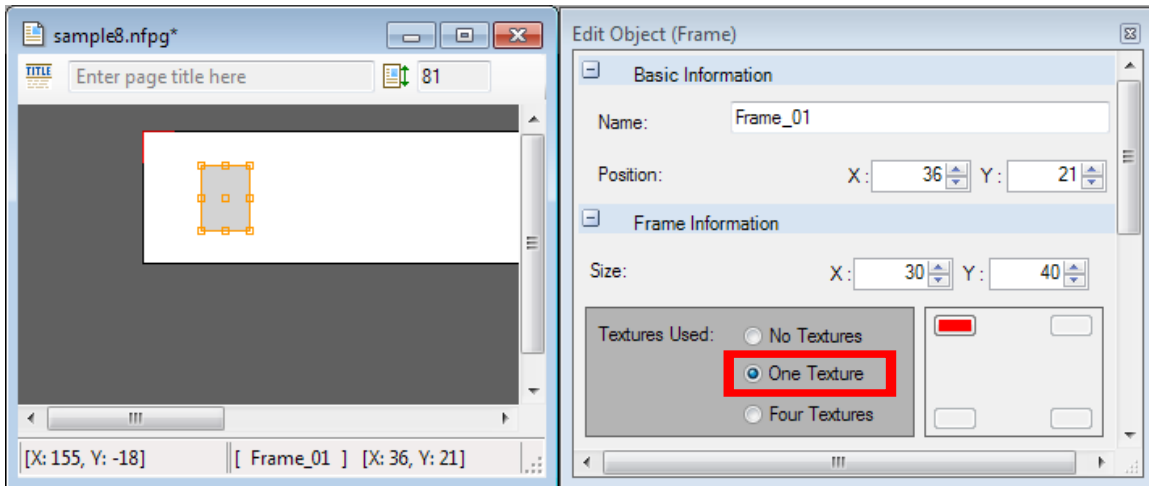
5.3.2 Creating Frames From Images (Identical Corners)

Using this method, you set an image from the textures folder as the upper-left corner. This image is then rotated and used for the other three corners.

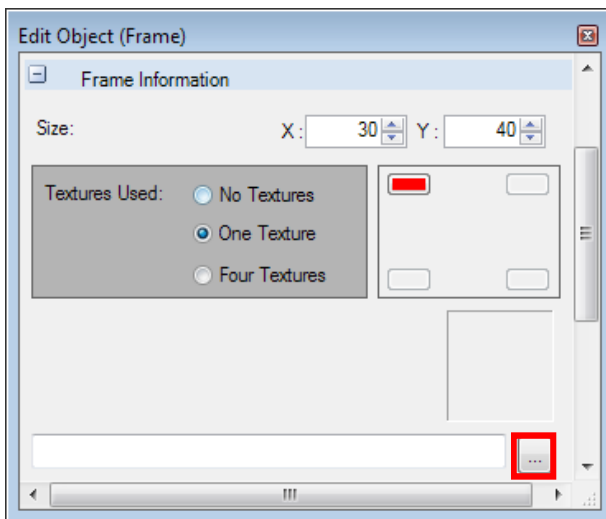
Figure 5-2 Identical-Corner Frame



1. Go to Object > Create Frame.
2. Select the frame and go to the **Edit Object** sub-window. Set **Textures Used** to **One Texture**.

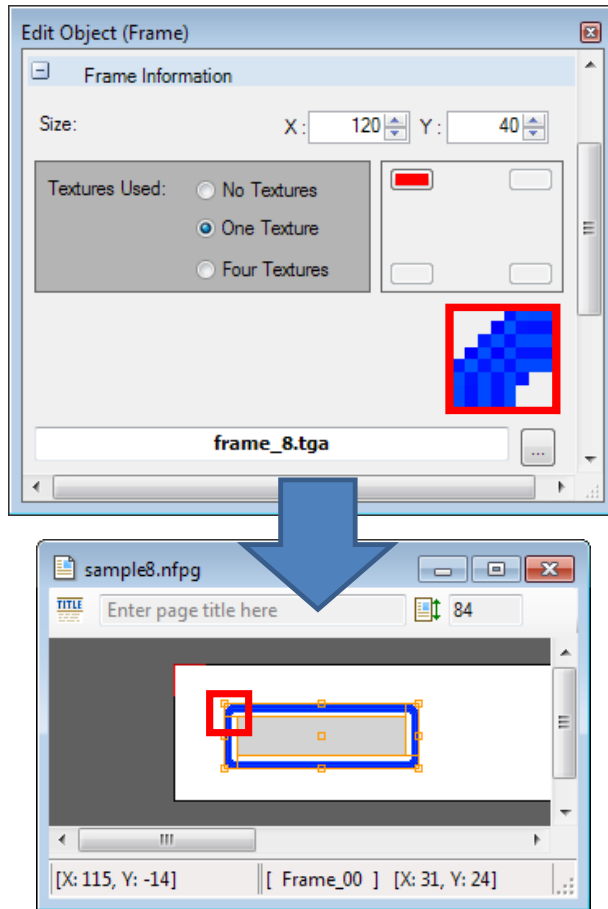


3. Click the file selection button.



4. The textures folder opens. Select an image and click **Open**.

The image appears in each corner of the frame, reflected as necessary.

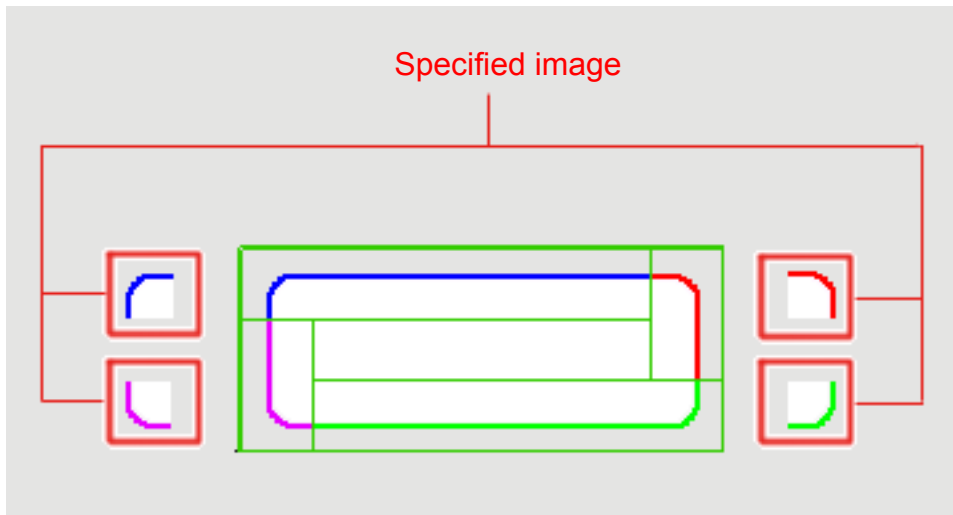


Note: To include a rectangular frame inside the images, select the frame and adjust the **Frame Body Color**.

5.3.3 Creating Frames From Images (Unique Corners)

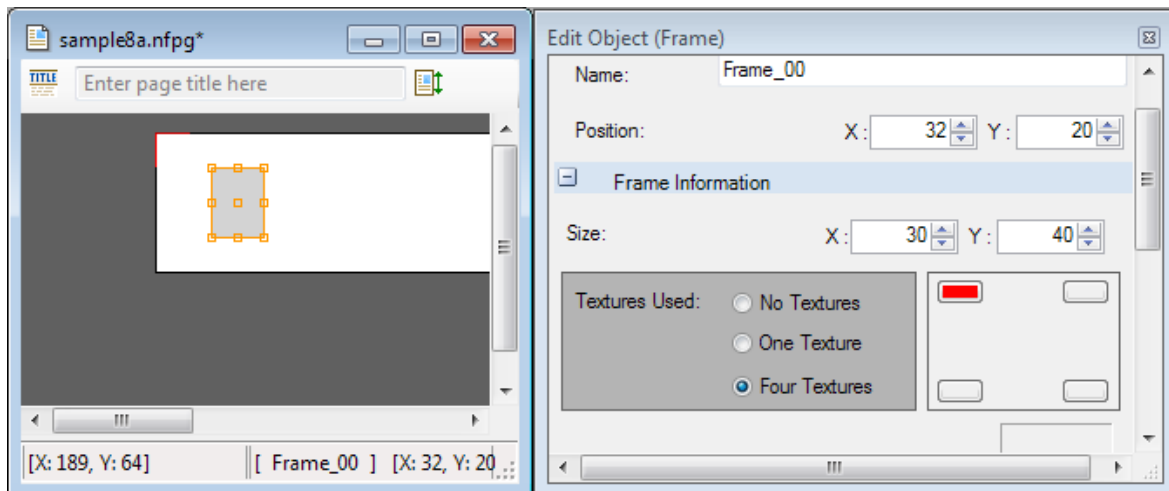
Using this method, a separate image from the textures folder is used for each corner of the frame.

Setting an image for each corner allows a part of those images to be stretched along the shape of the object, making it easy to create frames. The images that you set for the frame object must be stored in the textures folder of your project before you can use them.

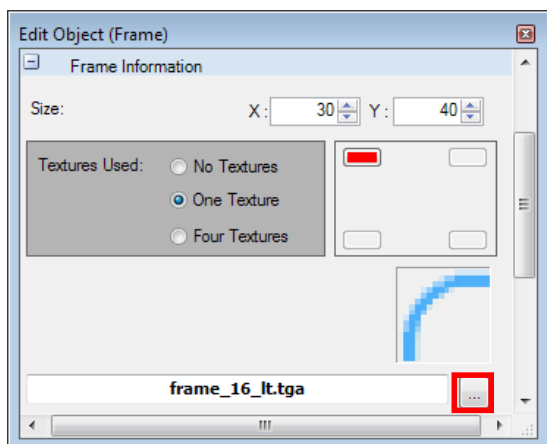
Figure 5-3 Unique-Corner Frame

Note: Make sure that the four corner images are the same size. If they are different sizes, image segments may be cut off.

1. Go to Object > Create Frame.
2. Select the frame and go to the **Edit Object** sub-window. Set **Textures Used** to **Four Textures**.

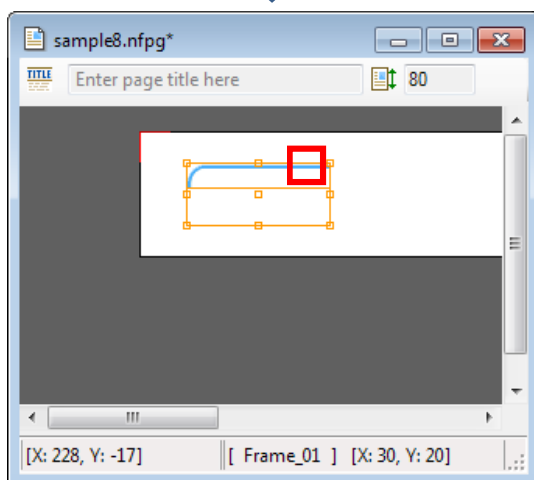
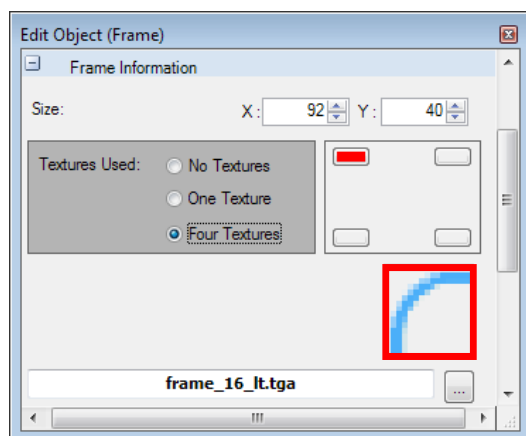


3. Click one of the four corners.
4. Click the file selection button.

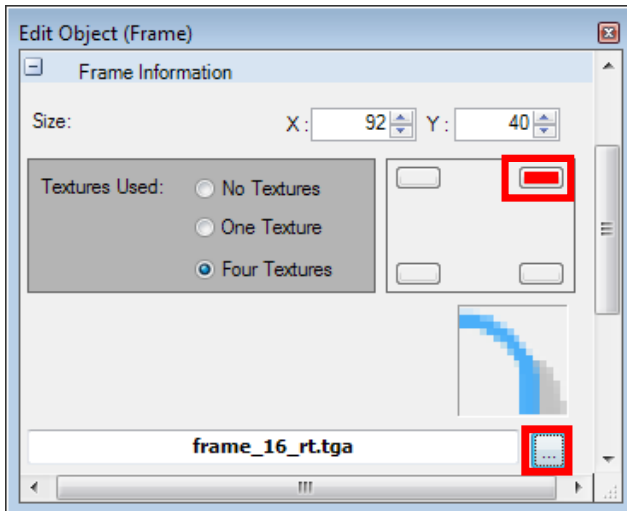


5. The textures folder opens. Select an image and click **Open**.

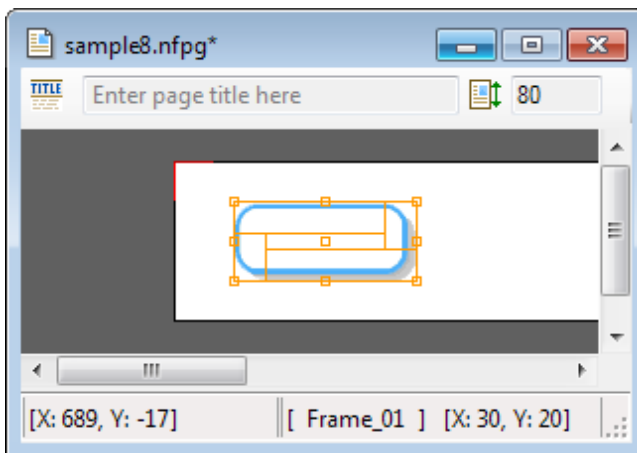
The image appears in the corner of the frame.



6. Repeat steps 3-5 for the other corners.



The images appear in each corner of the frame.



Note: To include a rectangular frame inside the images, select the frame and adjust the **Frame Body Color**.

5.4 Grouping Objects

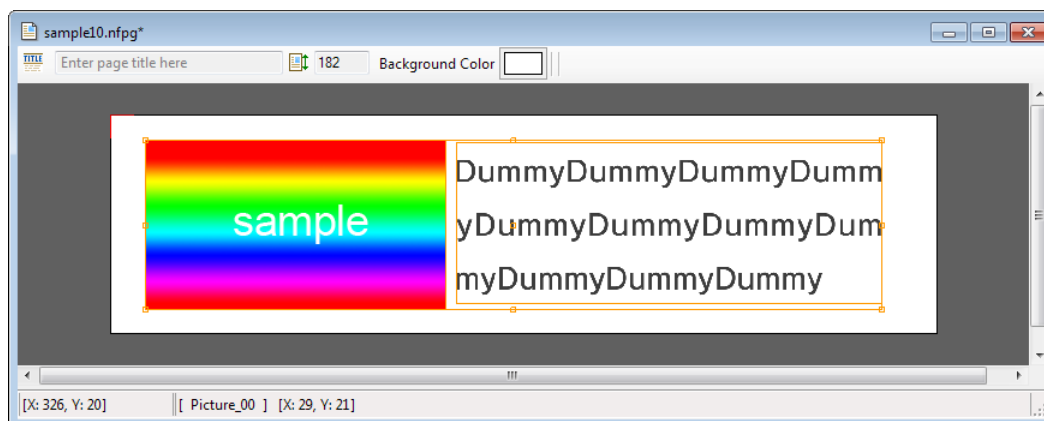
Multiple objects can be grouped together and managed as a unit.

Note: This is especially useful during localization. For example, when translating a manual from Japanese to English, the English text may end up longer than the Japanese, which can cause layout problems when re-imported. However, if all objects are grouped in advance, the layout automatically adjusts itself to prevent such problems. For more information, see the localization-related portion of the Manual Editor help documentation.

5.4.1 Creating Groups

When text and images are fixed in positions relative to each other, any lengthening of the text can upset the layout. By grouping these objects together, images are automatically adjusted to fit the new text. This also applies when using images as bullet points.

1. While holding SHIFT, click all of the relevant text boxes and images.

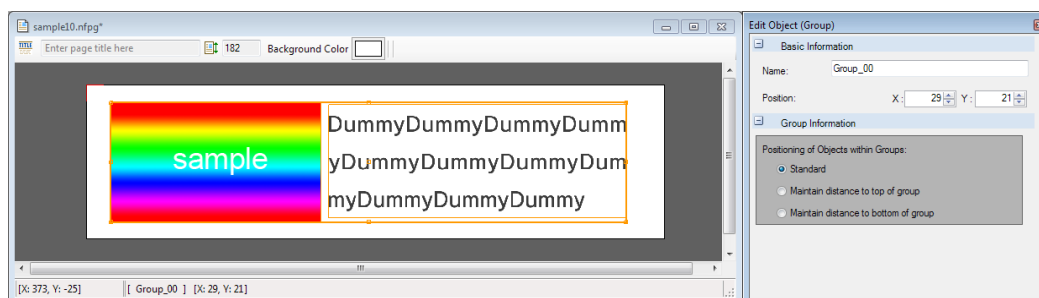


Note: You can also click and drag to select all objects in an area.

2. Go to Object > Group.

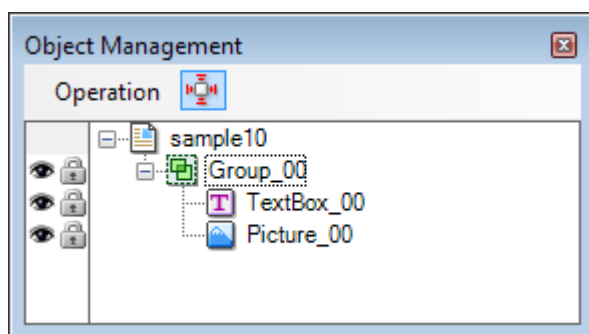
Note: You can also right-click the selected objects and click **Group** on the shortcut menu.

The objects are grouped as Group_00, and can now be managed as a unit.



Note: You can drag all grouped objects around the page as a single unit.

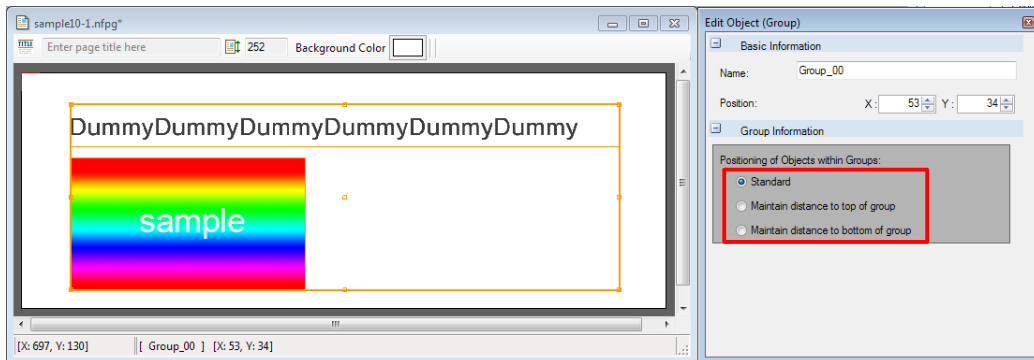
You can manage the group in the **Object Management** sub-window. If this window is not open, go to **Window > Object Management**.



5.4.2 Adjusting Relative Positions

There are three settings for the relative positions of objects within groups: **Standard**, **Maintain distance to top of group**, and **Maintain distance to bottom of group**.

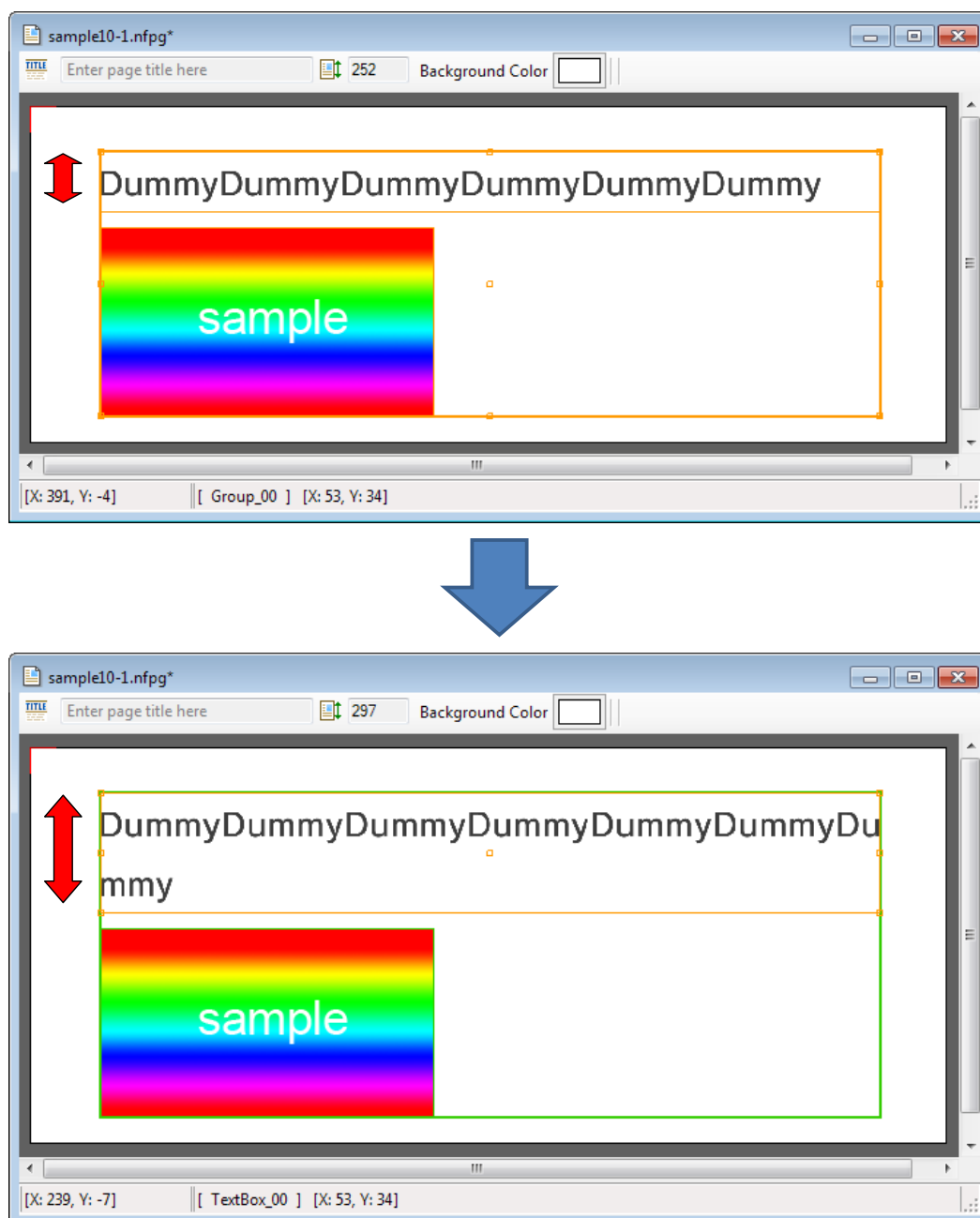
1. Select the group and go to the Edit **Object** sub-window.
2. Select one of the options below Positioning of Objects within Groups.



Standard

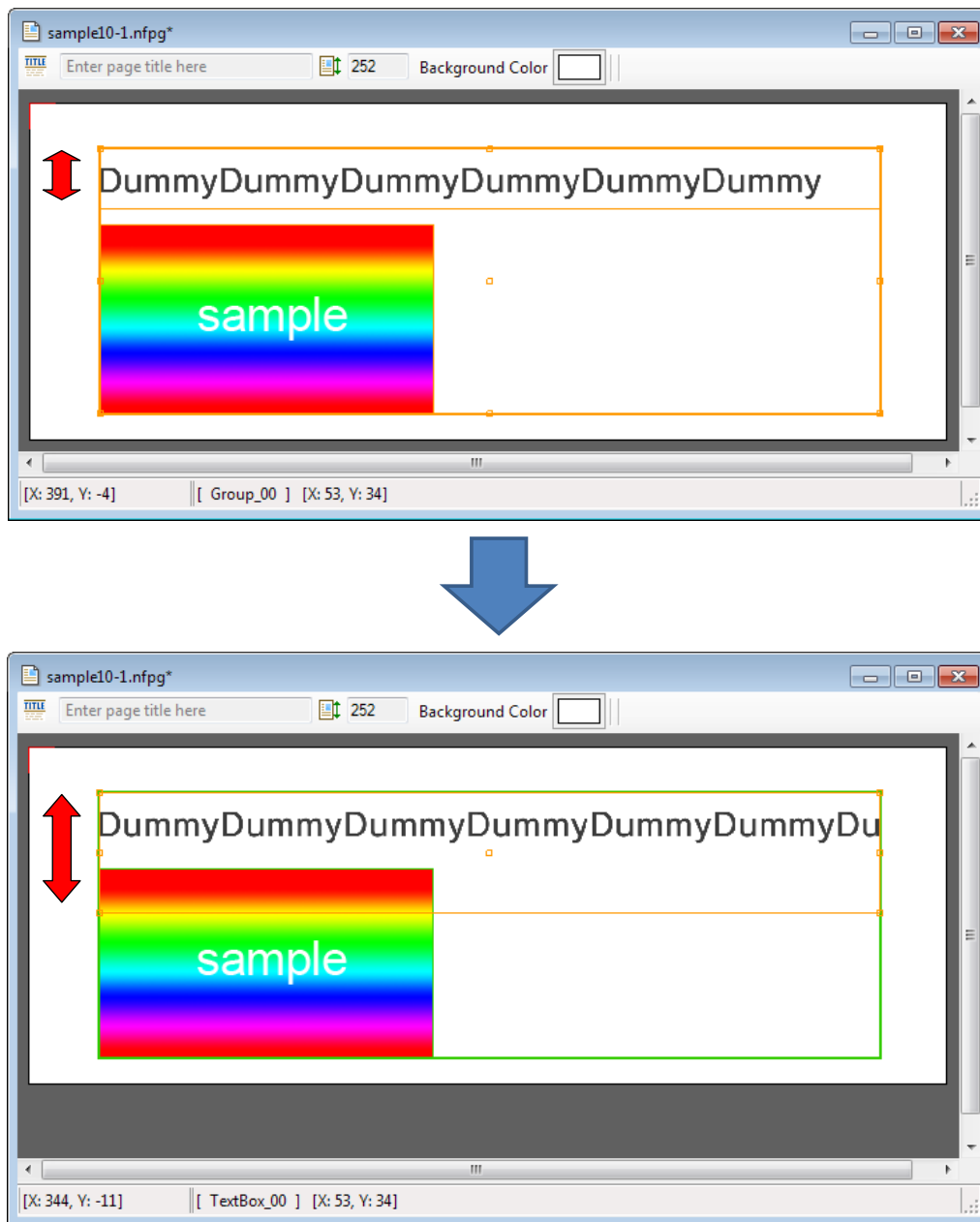
This option sets fixed spacing between all objects in a group. This setting is the default.

As shown in the following figure, if the text box is lengthened, the image moves down to maintain the spacing between the two objects.

Figure 5-4 Standard Group Positioning**Maintain distance to top of group**

This option changes the spacing between all objects in a group. The positioning is based on the distance between the top of the group and each object.

As shown in the following figure, even if the text box is lengthened, the image maintains its distance from the top of the group. Unlike standard positioning, the image does not move down.

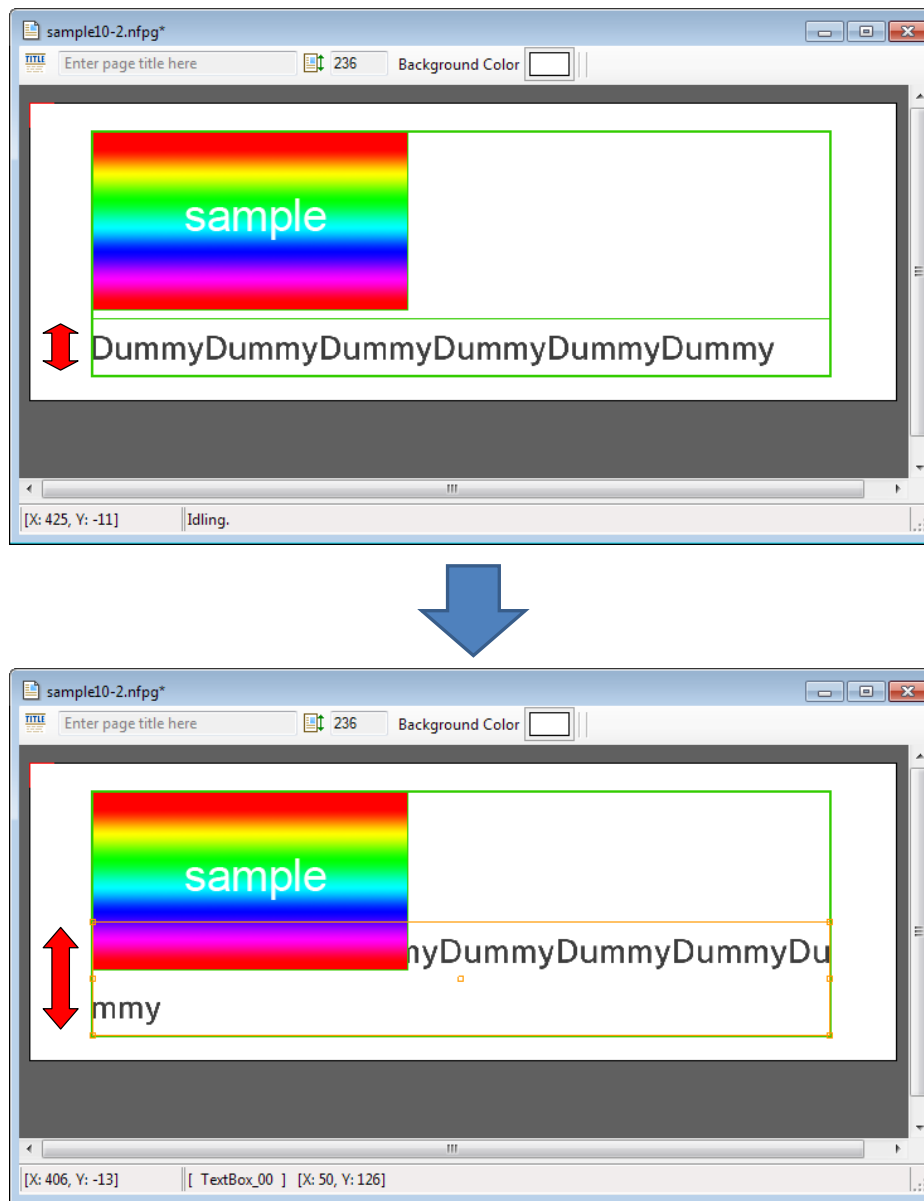
Figure 5-5 Top-Based Group Positioning

Note: When using the **Maintain distance to top of group** option, changing font size or frame size can cause objects to overlap. To avoid this problem, use standard positioning.

Maintain distance to bottom of group

This option changes the spacing between all objects in a group. The positioning is based on the distance between the top of the group and each object.

The following example uses a text box below an image. If the text box lengthens, the image moves down to maintain its spacing relative to the bottom of the group. Additionally, the text box extends upwards rather than downwards.

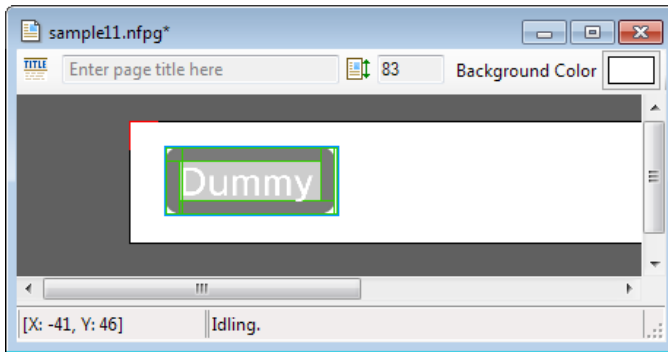
Figure 5-6 Bottom-Based Group Positioning

Note: When using the **Maintain distance to bottom of group** option, changing font size or frame size can cause objects to overlap. To avoid this problem, use standard positioning.

5.4.3 Creating Horizontally Linked Groups

If text boxes are put into a frame and then extra text is added, the text box can overflow the frame. Using horizontally-linked grouping, the frame automatically resizes to fit the increased text volume. This is useful for headers that use frames and text boxes.

1. While holding down SHIFT, click a text box and frame.

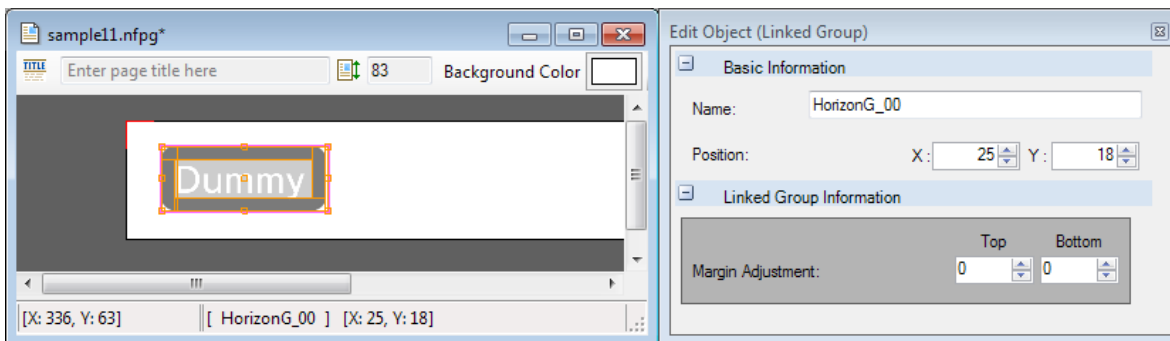


Note: You can also drag to select all objects in an area.

3. Go to Object > Group Linked.

Note: You can also right-click the selected objects and click **Group Linked** on the shortcut menu.

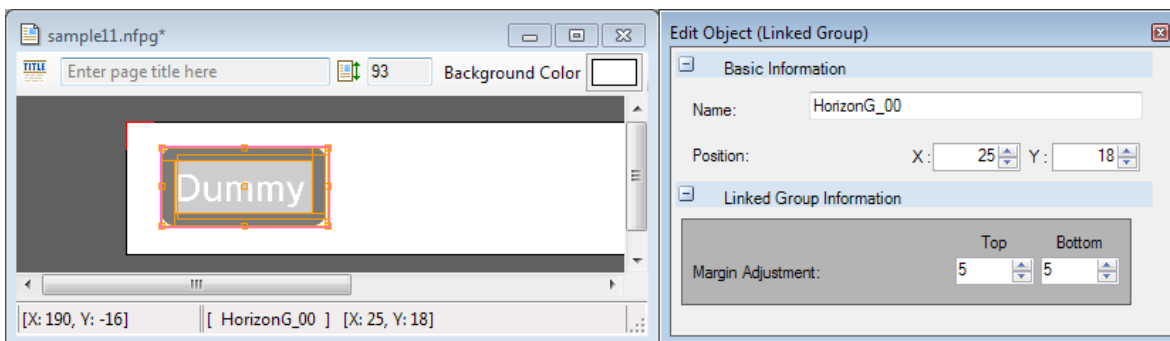
The objects are grouped and adjusted so that they are the same height.



Note: You can drag all grouped objects around the page as a single unit.

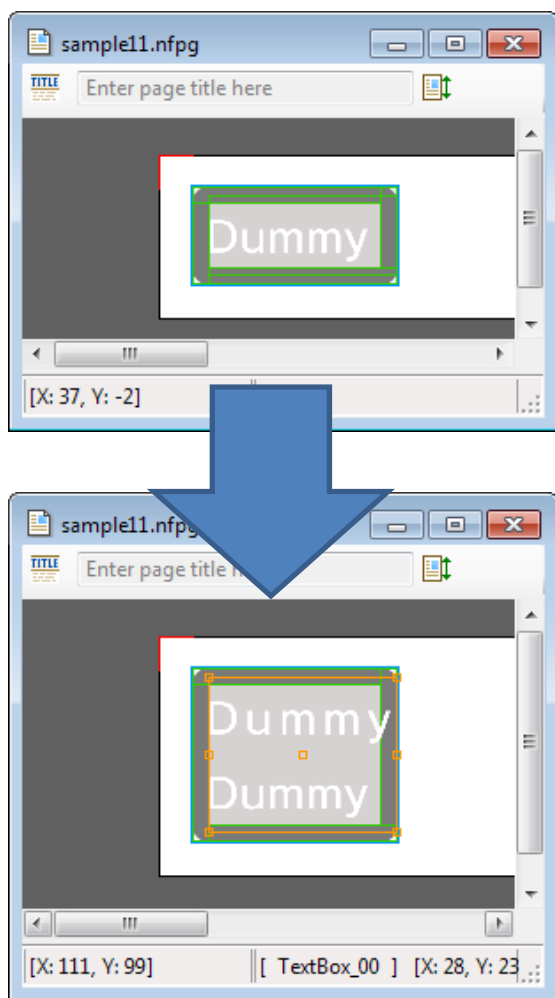
4. To increase the frame's size, use the Margin Adjustment setting. Select the grouped object.

5. Go to the Edit Object sub-window and adjust the Margin Adjustment setting.

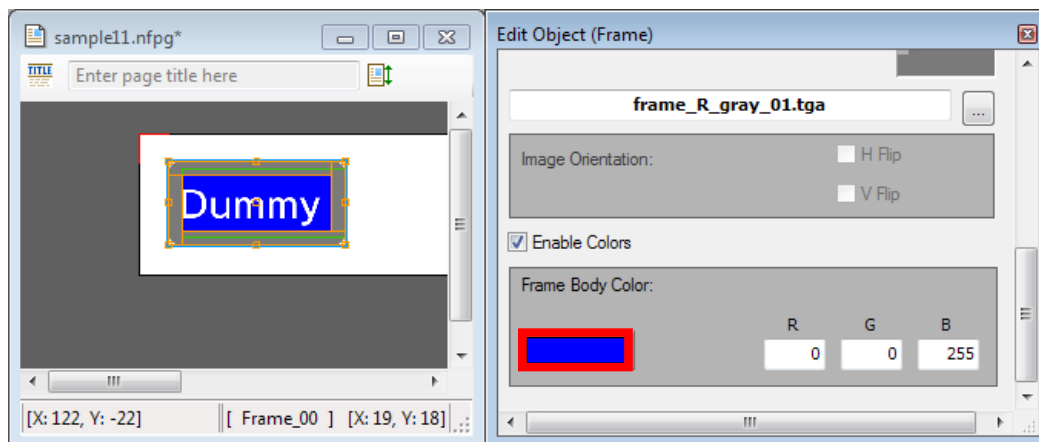


Note: Only vertical space can be added in horizontally-linked groups. To adjust the objects horizontally, select the individual objects and adjust them as normal.

If the text box is lengthened, the frame extends correspondingly to fit around the text box.



Note: Check that the Frame Body Color setting is correctly set for the frame.



6 Wii U ManualViewerSD Operations

This section describes how to start ManualViewerSD.

1. Insert an SD Card that contains an e-manual binary file (.bfma) into the CAT-R (CAT-DEV).
2. Start ManualViewerSD from the Wii U Menu.
3. After the ManualViewerSD table of contents appears, press the ZL Button on the GamePad.
4. All of the binary files on the SD Card are listed. Use up and down on the +Control Pad to select the file to load.
5. When you confirm with the A Button, the application loads the binary file and displays the e-manual.

Note: Before starting ManualViewerSD, make sure that an SD Card containing an e-manual binary file is inserted into the CAT-R (CAT-DEV). ManualViewerSD might not run properly if it cannot find any binary files. Avoid the use of double-byte (full-width) characters in the name of the folder that contains the binary file. If the folder name contains double-byte characters, the binary file may not display correctly in the window.

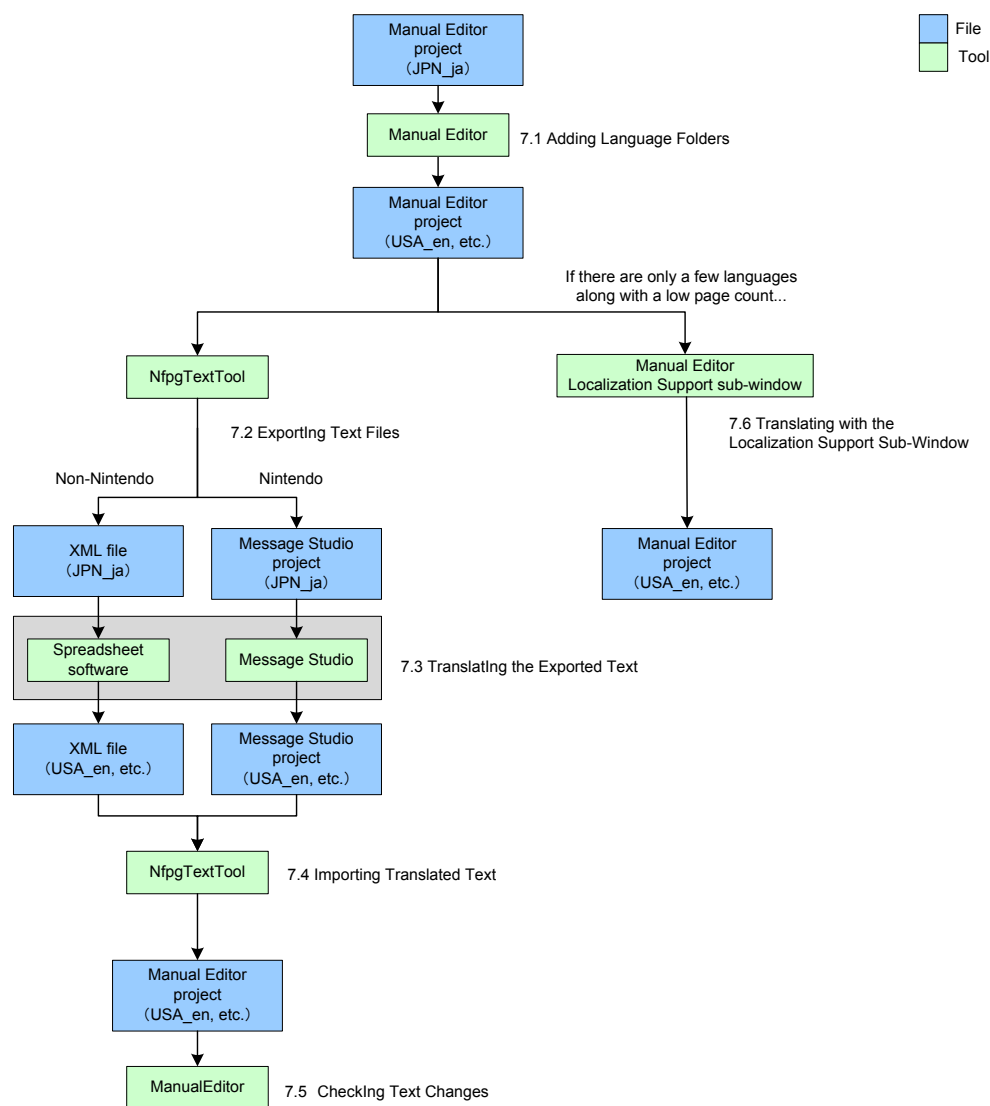
6. To display a binary file from the SD Card, select it with the GamePad.

Button	Description
ZL Button	Toggle the display of a binary file from the SD Card in the window.
+Control Pad	Use up and down to select a binary file.
A Button	Confirm the binary file to display.

7 Localization Support Features

A number of features have been prepared to help with localization. The following flowchart includes these features and when to use them, using Japanese-English as an example.

Figure 7-1 Localization Workflow

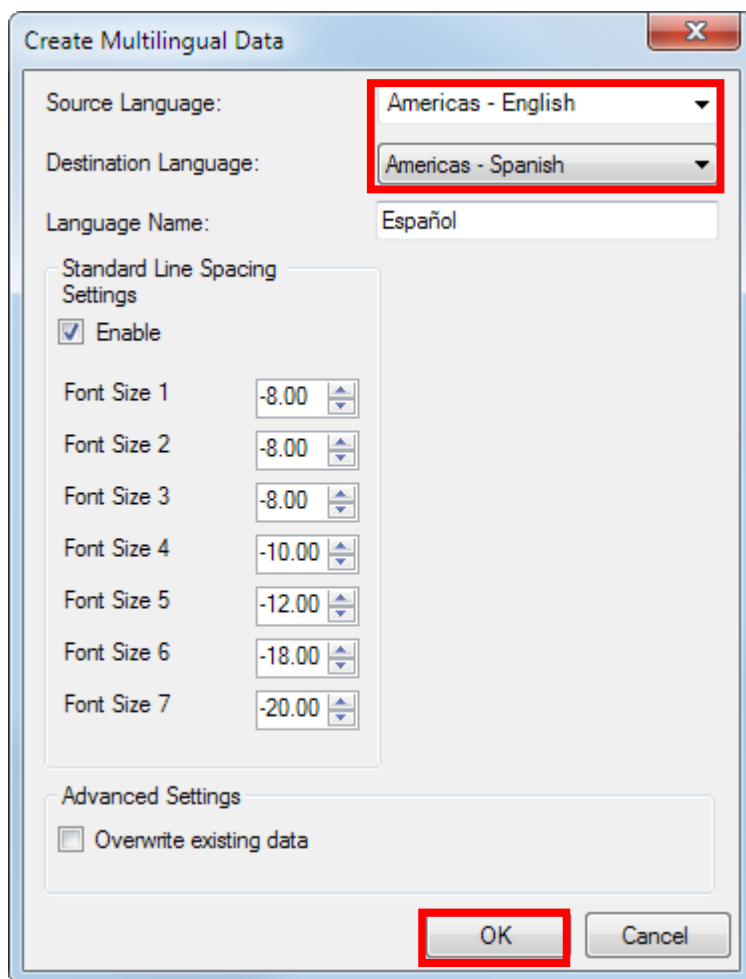


Note: Message Studio is an internal Nintendo development tool. It is not available to other parties.

Note: These features do not support image localization. Use other methods for localizing images.

7.1 Adding Language Folders

1. Go to **File > Create Multilingual Data for Project**. You can also click the corresponding icon in the **Project** sub-window.
2. Choose the source and target language and adjust the **Standard Line Spacing Settings** values if necessary. The new language folder is created and all assets from the source language are copied into it.



Note: By default, Japanese e-manuals use relatively widely-spaced lines due to the nature of the language. As a result, when Japanese manual data is duplicated as a basis for localization into other languages, the line spacing values are too large (and the text appears too spread out). By selecting the **Enable** check box in this dialog box, and specifying standard offsets to apply to all text boxes for each font size, you can prevent this. The line-spacing settings are measured in pixels. Nintendo decided on the default values shown in this screenshot after a study, and recommends that e-manual designers stick with these default values.

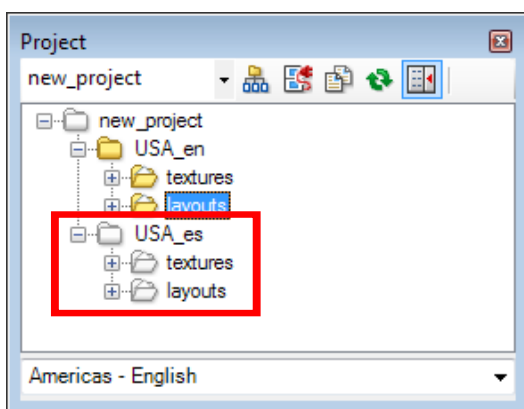
Note: You can also set the standard offsets for line-spacing values for all pages in a particular language folder at the same time, even after you have used the **Create Multilingual Data** command to duplicate your project data for localization. Select **File > Language-Specific**

Settings, and then set the **Standard Line Spacing Settings** values as described previously. Applying this change can affect the layout, so be certain that you check all your layouts and fix them as necessary.

6. To retain the character and line spacing of the source language, clear the **Reset** option under **Character and Line Spacing**.
7. To overwrite data in the destination language with the source data, select the **Overwrite Existing Data** option. If you do not see the language you want in the **Destination Language** drop-down menu, select the **Add other language folder** option and create a new language folder.

Note: Check **Overwrite existing data** to overwrite all data in the target language. Click **Add other language folder** if your target language is not in the drop-down list.

8. Check that the target language folder is present in the **Project** sub-window.



9. Repeat steps 2-5 until all necessary language folders have been created.

Note: Use the drop-down list in the **Project** sub-window to switch between language versions. You can only select a language if the corresponding folder exists in the project.

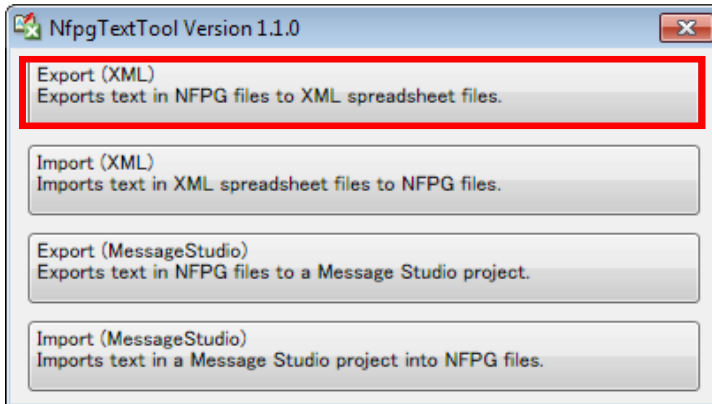


7.2 Exporting Text Files

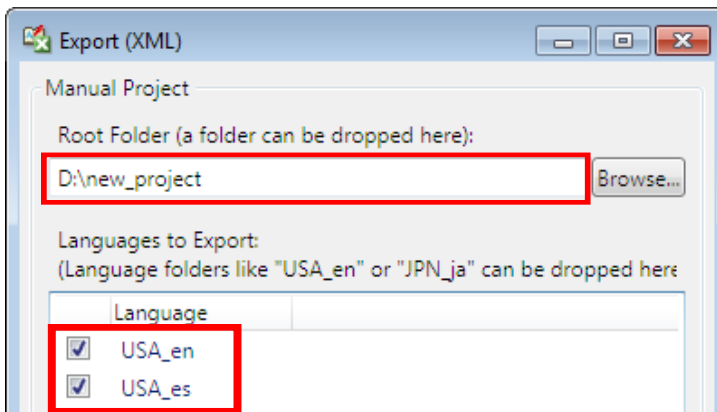
You can export all text from a Manual Editor project to a text file, either as an XML spreadsheet or as a Message Studio project.

XML File

1. On the **Start** menu, select **WiiU-ManualTools** and click **NfpgTextTool**.
2. In the NfpgTextTool window, click **Export (XML)**.



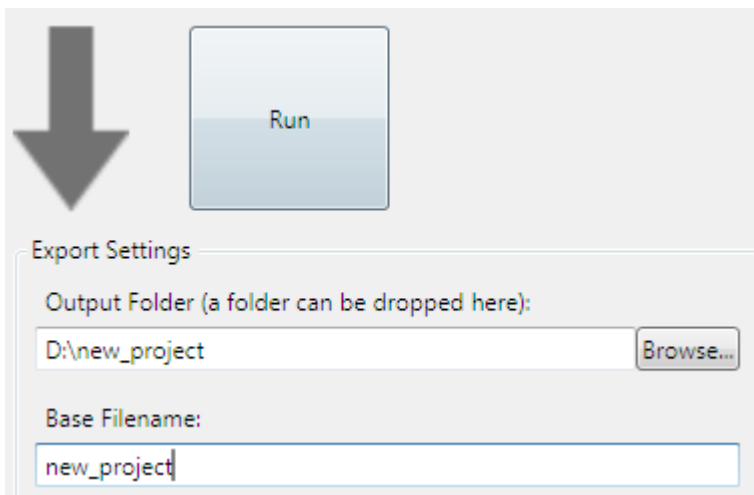
3. Set the root folder to your project folder, and then select each language you want to include in the text file.



Note: You can drag a folder from Windows Explorer to automatically insert the folder path.

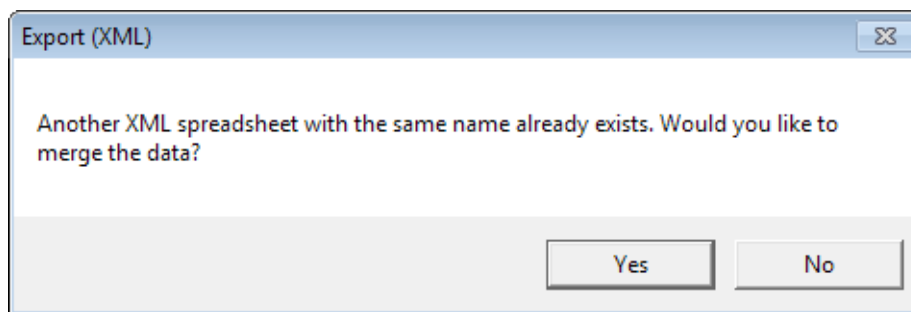
Note: Any languages with cleared check boxes are not present in the exported XML file.

4. Set the output folder and XML filename, and then click **Run**.



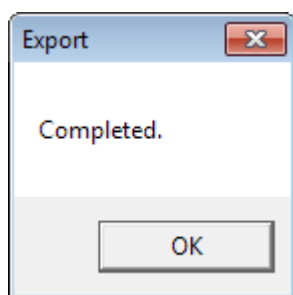
Note: The XML file must always be inserted manually.

5. If there is an XML file with the same name in the same folder, you can merge the data into the file.



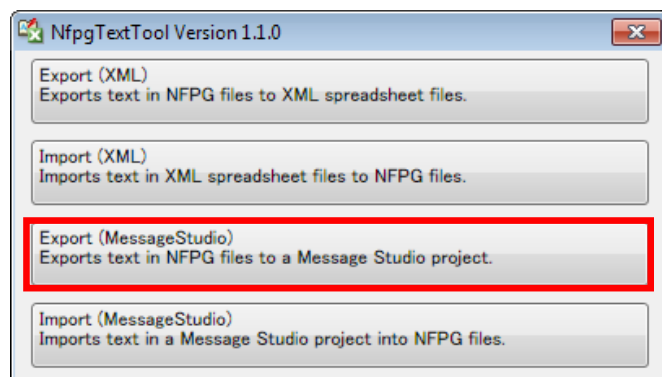
Note: This updates the existing file with the new data and marks changed cells in the XML file.

6. Click **OK** and check that the XML file has output correctly.

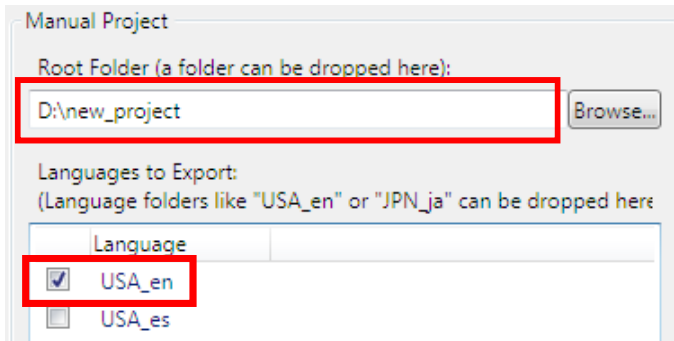


Message Studio Project (Nintendo only)

1. On the **Start** menu, select **WiiU-ManualTools** and click **NfpgTextTool**.
2. In the NfpgTextTool window, click **Export (XML)**.

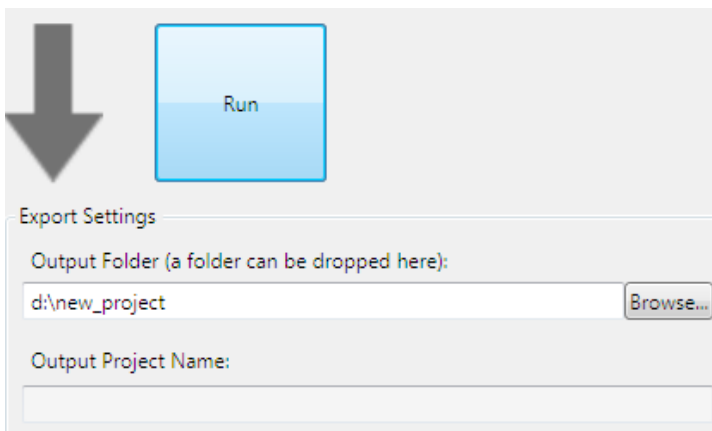


3. Set the root folder to your project folder, and select **JPN_ja** in the list.



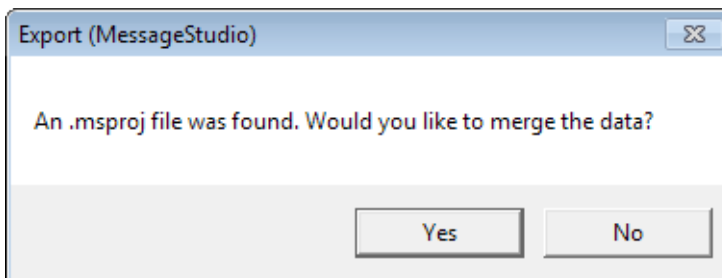
Note: You can drag a folder from Windows Explorer to automatically insert the folder path.

4. Put the Message Studio project file (`template.msproj`) in a folder.
5. Set that folder as the output folder and click **Run**.



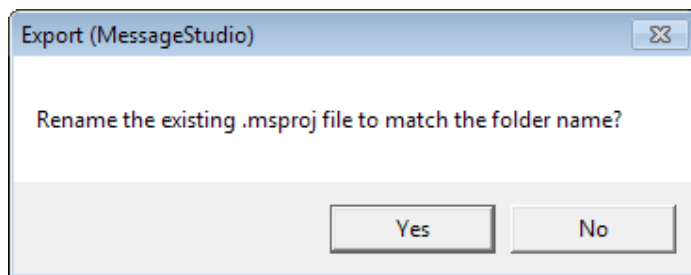
Note: If there are multiple MSPROJ files in the output folder, an error appears and you cannot click **Run**.

6. Click **Yes** or **No** to choose whether to merge the data.

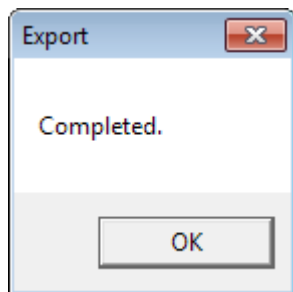


Note: Merging updates the existing file with the new data and marks changed cells in the file.

7. If the Message Studio project filename in the output folder is different, the following dialog box appears. Click **Yes**.



8. Click **OK** to output the Message Studio data.



7.3 Translating the Exported Text

For XML files, use spreadsheet software, such as Microsoft Excel. For Message Studio projects, use the Message Studio application. For instructions on using these applications, see the help documentation for the relevant software.

XML File

After being processed by a spreadsheet application, the file appears as in the following figure.

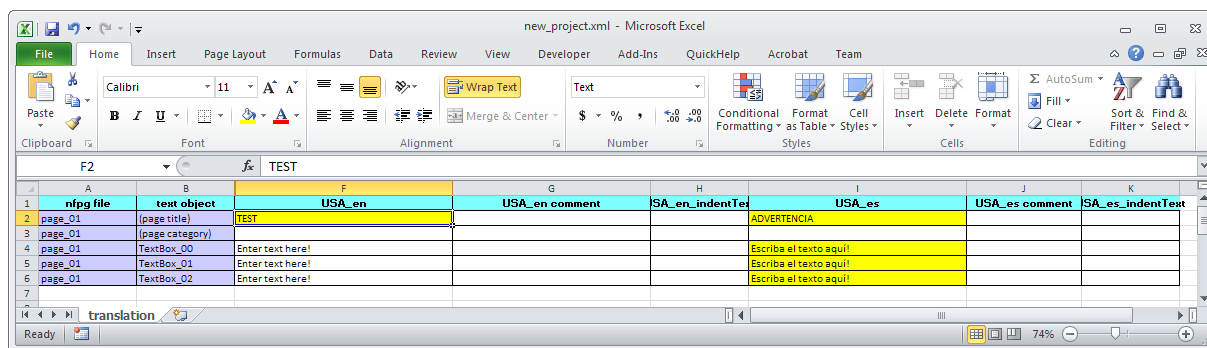
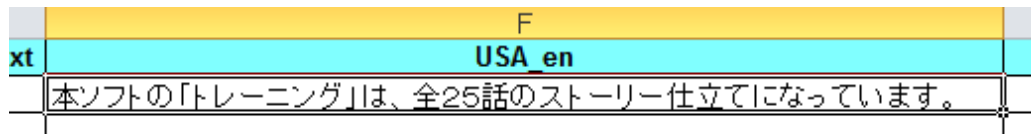


Table 7-1 XML File Columns

Column	Description
nfpq file	The name of the original file in the Manual Editor, excluding the .nfpq extension.
text object	The name of the text box in the layout. Each page includes a row for the page title and page category.
Language name (such as JPN_ja, USA_en)	This column contains the text in each text box, ordered by language. Any tags in the text box are also included. Edit this column to include the translations of each text box. After merging changes into the text file, any changed cells are highlighted in yellow.
Indent column (such as JPN_ja_indentText)	If indenting is set for a cell, the indent character is included in this column. After merging changes into the text file, any changed cells are highlighted in yellow.
Comment (such as JPN_ja_comment)	Any comments added to the text box using the comment feature are added to this column.

1. To begin translation, double-click a cell in the column for the appropriate language.



Note: If a cell's contents are left empty for all languages, the cell is dimmed. Dimmed cells are ignored during import and no changes are made to the corresponding text.

2. Translate the cell contents and delete the Japanese text.



Repeat steps 1-2 until all text is translated.

Message Studio Project (Nintendo only)

After being processed by Message Studio, the file appears as in the following figure.

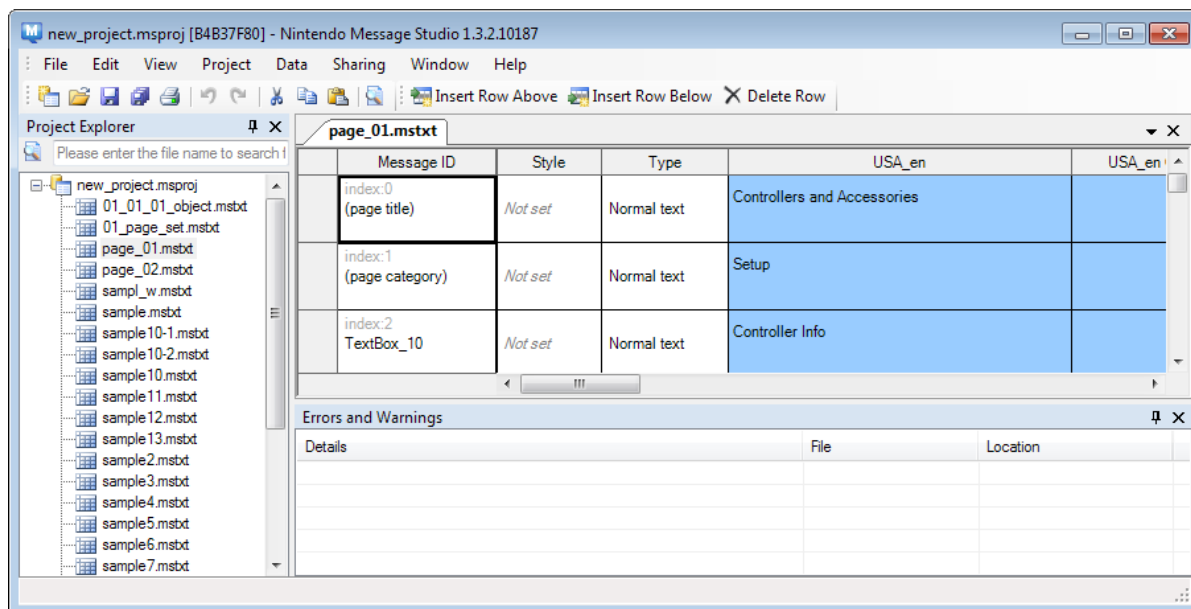


Table 7-2 Message Studio Columns

Column	Description
Label	The name of the text box in the layout. Each page includes a row for the page title and page category.
Style	Sets the style for a cell. There are three styles: standard, page title and page category.
Language name (such as JPN_ja, USA_en)	This column contains the text in each text box, ordered by language. Any tags in the text box are also included. Edit this column to include the translations of each text box. After merging changes into the text file, any changed cells are highlighted in yellow.
Indent column (such as JPN_ja_indentText)	If indenting is set for a cell, the indent character is included in this column. After merging changes into the text file, any changed cells are highlighted in yellow.
Comment (such as JPN_ja_comment)	Any comments added to the text box using the comment feature are added to this column.

3. To begin translation, double-click a cell in the appropriate language column.

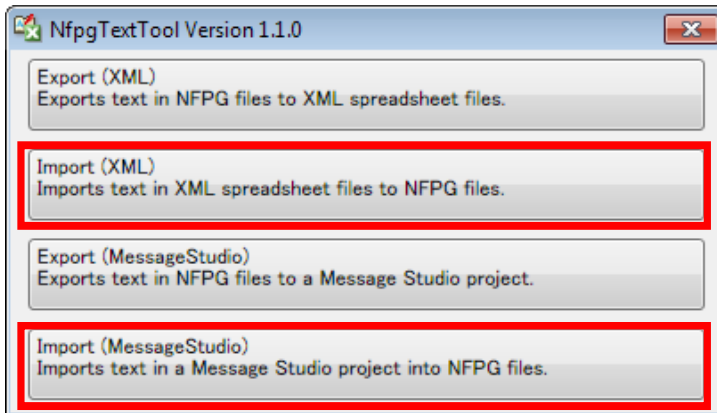
USA_en_indentText Comme	EUR_en

4. Translate the text in the **Edit** sub-window, right-click the cell, and select **Assign** or **Mark as Complete**, depending upon the language.

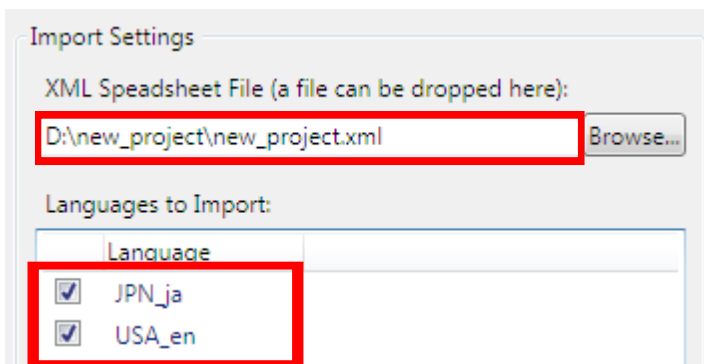
Repeat steps 1-2 until all text is translated.

7.4 Importing Translated Text

1. On the **Start** menu, select `WiiU-ManualTools` and click **NfpgTextTool**.
2. In the `NfpgTextTool` window, click **Import (XML)** or **Import (MessageStudio)**.

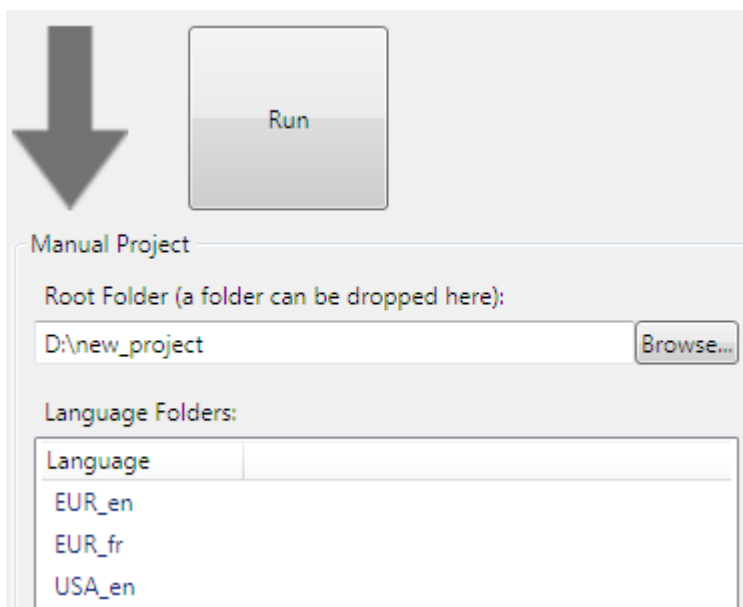


3. Enter the path to the XML file or Message Studio project you want to import.



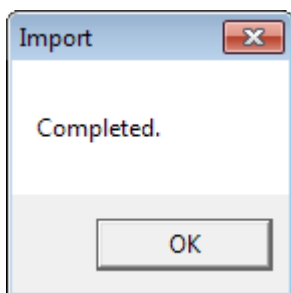
Note: You can also drag a folder from Windows Explorer to automatically fill in the file path. All languages in the Manual Editor project are automatically checked. Clear any languages you do not want to import.

4. Insert the path to the project folder and click **Run**.



Note: You can also drag a folder from Windows Explorer to automatically fill in the folder path.

5. Click **OK**, and verify that the data has been imported correctly in the Manual Editor.



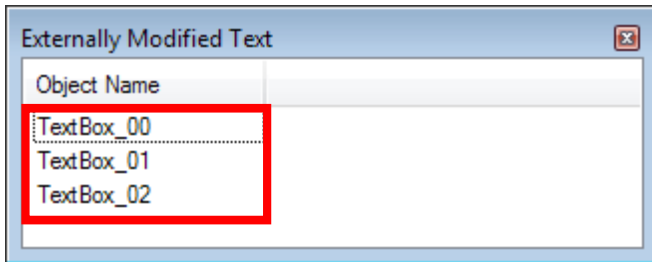
Note: Use the drop-down list in the **Project** sub-window to switch between language versions. You can select a language only if the corresponding folder exists in the project.



7.5 Checking Text Changes

After importing text using the NfpgTextTool, you can use the Manual Editor to check which text boxes have been modified.

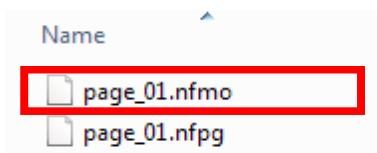
1. Open a manual page and go to **Window > Externally Modified Text**. The following sub-window appears.



2. Double-click the text box name to directly select that text box on the page.

Clearing the Change List

To clear the change list, search for `<page name>.nfmo` and delete the file. The NFMO file is stored in the same folder as the page file.



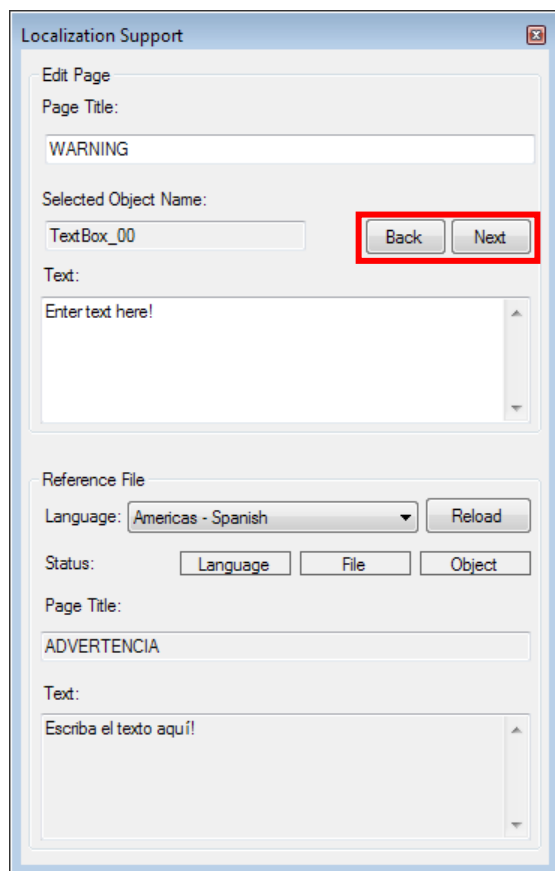
NFMO files are cumulative; the NfpgTextTool does not delete existing NFMO files. However, changes within each file are not cumulative. If you import changes from a text box, and then make additional changes to the same text box and import the text again, the second set of changes overwrites the first.

7.6 Translating With the Localization Support Sub-Window

The **Localization Support** sub-window displays the text from one text box in two languages, allowing for quicker translation and editing. This is ideal when working on a project where the language count and text volume are both low.

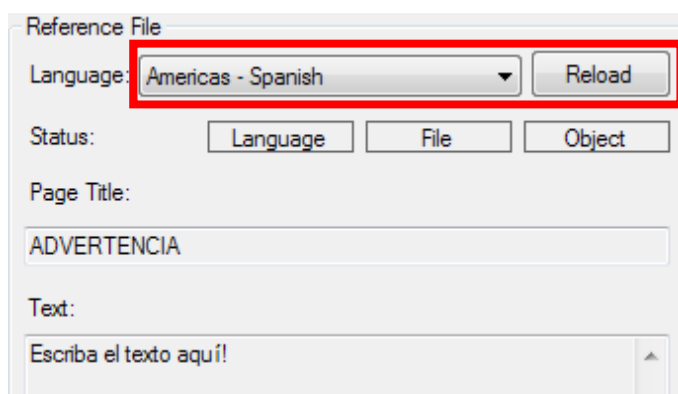
Note: For manuals with a large page count, use the NfpgTextTool even if the language count is low.

1. Open the page in the target language and go to **Window > Localization Support**.
2. Use **Back** and **Next** to switch between text boxes.



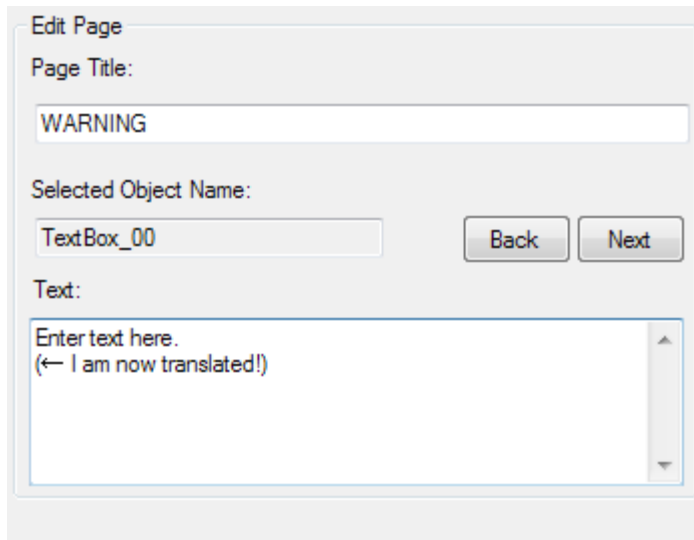
Note: You can also click a text box on the page to switch directly to that text box.

3. Select the source language from the drop-down list under **Reference File**, and then click **Reload**. If the same page appears in the source language, the page title and current text box contents are displayed.



Note: As long as you don't change the language, you do not need to click **Reload** when changing text boxes.

4. Translate the text based on the Japanese source, and then delete the Japanese text.



Edit Page

Page Title:

WARNING

Selected Object Name:

TextBox_00

Back Next

Text:

Enter text here.
(← I am now translated!)

5. Repeat steps 2-4 for all text to be translated.

Note: Use the drop-down list in the **Project** sub-window to switch between language versions. You can select a language only if the corresponding folder exists in the project.



Americas - English

8 Manual Creation Tips

Tips are added here based on knowledge gained from working on projects at Nintendo. Some content may require you to go back and forth between this document and the Manual Editor help documentation.

8.1 Printing and PDF Creation

You can print Manual Editor data by using a standard printer. Also, if Adobe Acrobat is installed on your PC, you can create a PDF of the manual by setting the printer as “Adobe PDF.”

PDF data is useful for passing manual data to users who do not have the Manual Editor installed, for purposes such as content review.

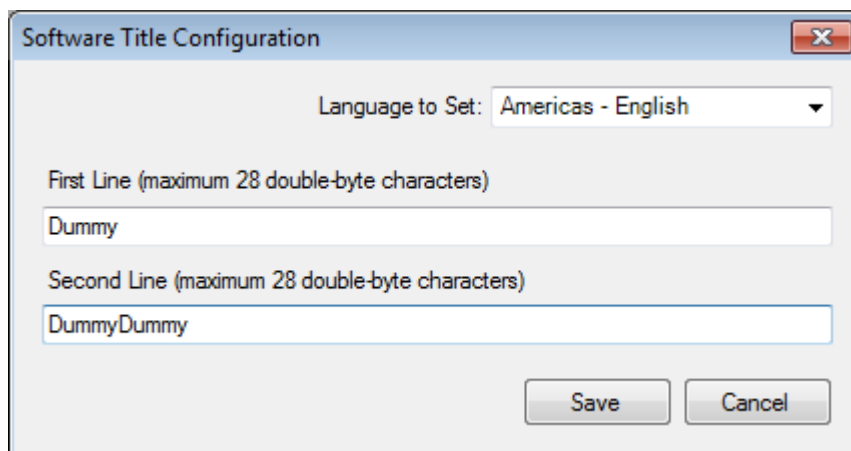
Note: This has been tested for compatibility with Adobe Acrobat XI Standard/Pro, Adobe Acrobat X Standard/Pro, and Adobe Acrobat 9 Standard/Pro editions.

Note: Objects are split up and page breaks are added to match the page size. To output a number of objects on the same page, group them together ahead of time using the Manual Editor. This way you can prevent a page break in the middle of a group of objects.

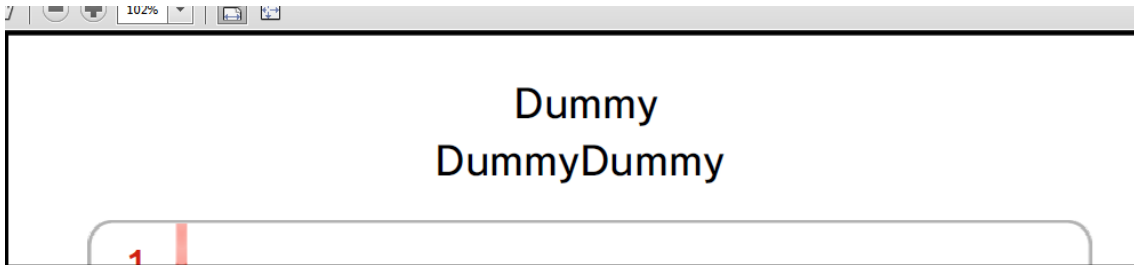
Displaying the Software Title at the Beginning of a PDF

Starting from ManualEditor version 1.6.0, you can display the software title at the beginning of the exported PDF file. To enable this option, complete the following steps before starting the PDF export.

1. From the **File** menu, click **Software Title Configuration**.
2. Choose the **Language to Set**, type the software title in the entry fields, and click **Save**.

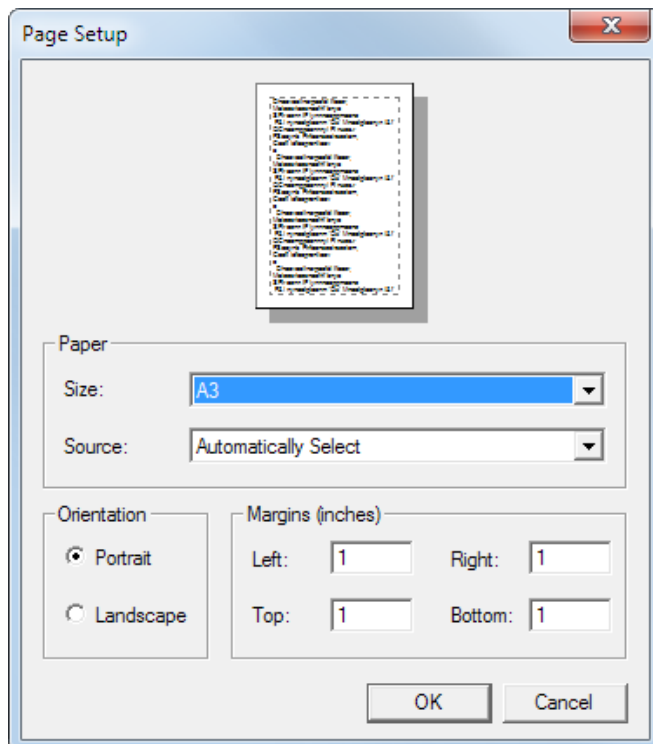


Then, when you follow the instructions in the following section PDF and Printed Material Export Procedure, the software title appears at the beginning of the exported PDF file.



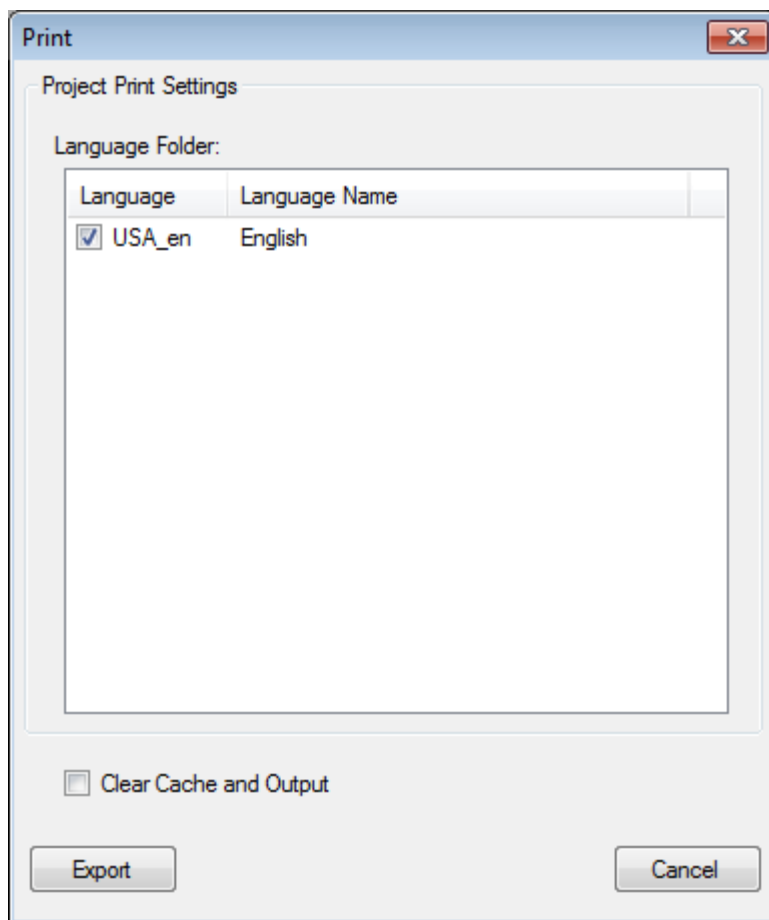
PDF and Printed Material Export Procedure

1. When setting pages for PDFs and other printed material, go to **File > Print Page Settings** to specify the page information. When printing to PDF, set the page size to A3. Other than that, no changes are necessary. Click **OK**.



Note: Settings are only needed the first time you print.

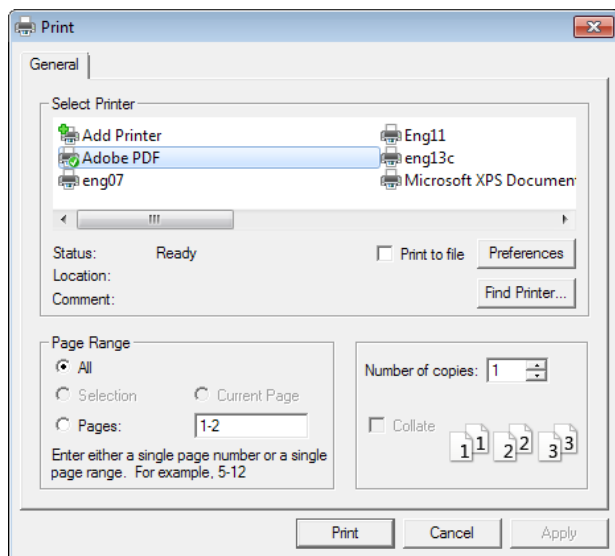
2. Go to **File > Print**.
3. Choose one or more languages, and then click **Export**.



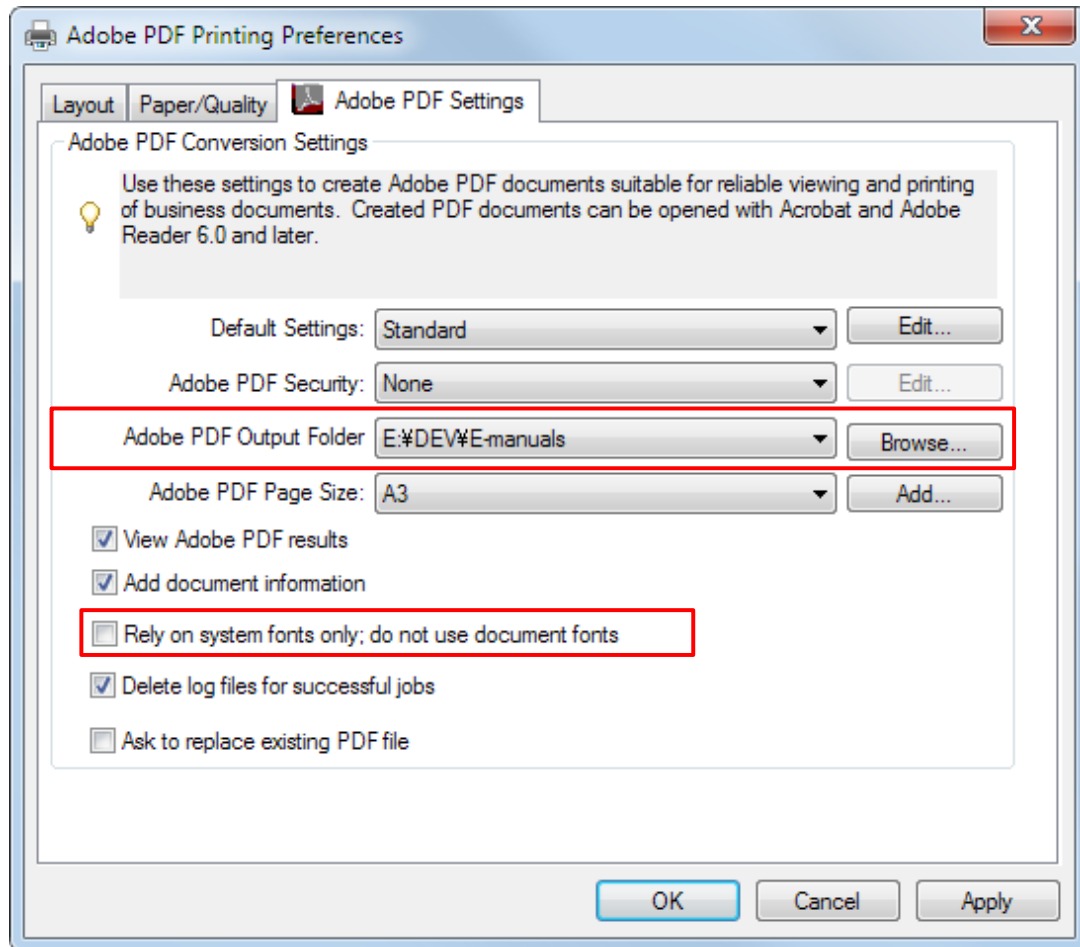
Note: If multiple language folders are selected for printing, they are all printed at the same time.

Note: Clear the **Clear Cache and Output** option. If the binary file does not export correctly, select this option and run the export again.

4. Set **Adobe PDF** as the printer for PDF creation; otherwise, set your usual printer.

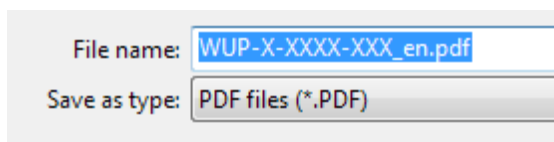


Note: If printing to PDF, select **Adobe PDF**, and then click **Preferences**. Under the **Adobe PDF Settings** tab, clear the **Rely on system fonts only; do not use document fonts** option. We also recommend that you specify a folder for saving the PDF files. When printing PDF files for multiple languages as shown in step 3, specifying a folder eliminates the need to specify an output folder for each language.



Note: During the process of resizing the PDF output, the saturation of the body text color can diminish somewhat. To prevent this, open the file you want to print in Acrobat Standard or Acrobat Pro, and then open the **Print** dialog box. Click **Advanced** to open the **Advanced Print Setup** dialog box. Select the **Color Management** category, and then change the **Color Handling** drop-down menu to **Same As Source (No Color Management)**.

5. If you are creating a PDF, set the output folder and filename.

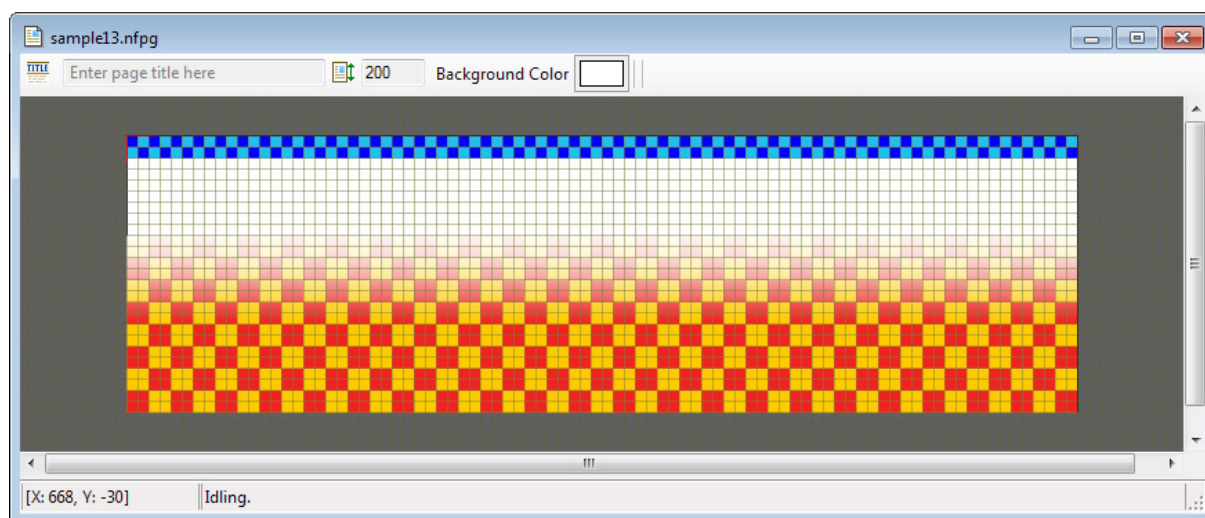


Note: The filename is automatically set as the project folder name plus two letters for the language name. Change it if necessary. There is no need to set a save destination if you did so in advance, as recommended in the notes for step 5.

8.2 Top and Bottom Background Images

Along with the page background, you can set separate background images to use at the top and bottom of a page. This section uses an image with gradation to illustrate the feature, as shown in the following figure. For information about creating TARGA images for use in the background, see section 5.2.1 Creating Usable Images.

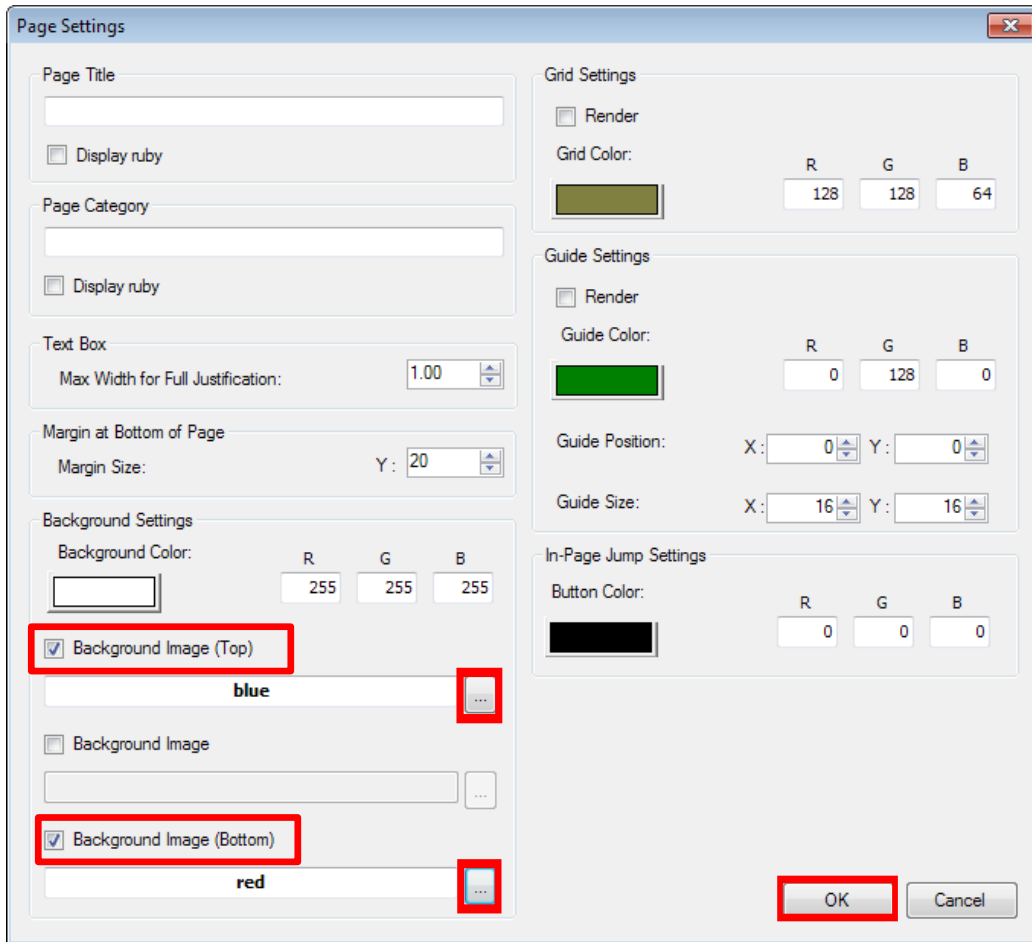
Figure 8-1 Top and Bottom Background Images



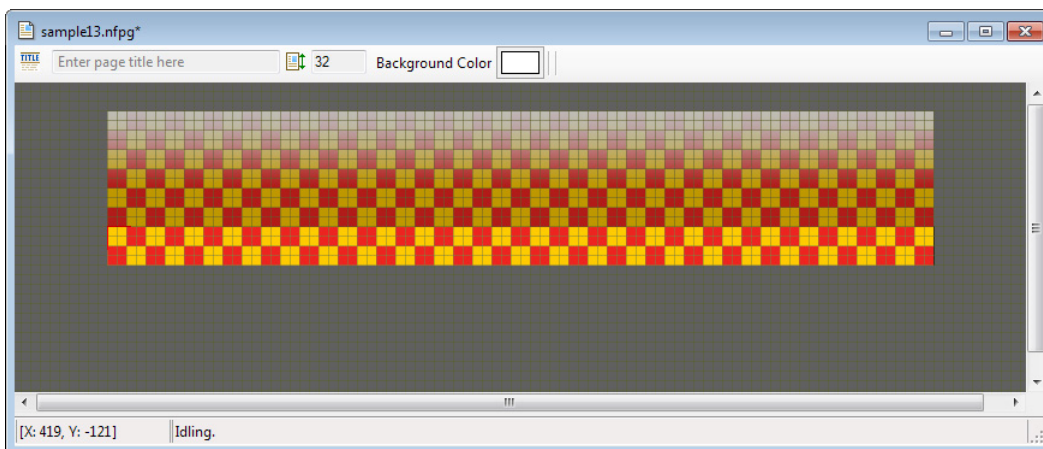
1. Create TARGA (TGA) images to use at the top and bottom, and save them in the project's textures folder.



2. Go to **Edit > Page Settings**.
3. Select the **Background Image (Top)** and **Background Image (Bottom)** boxes. Click the file selection icon, and then browse to the images.



The page appears as follows:

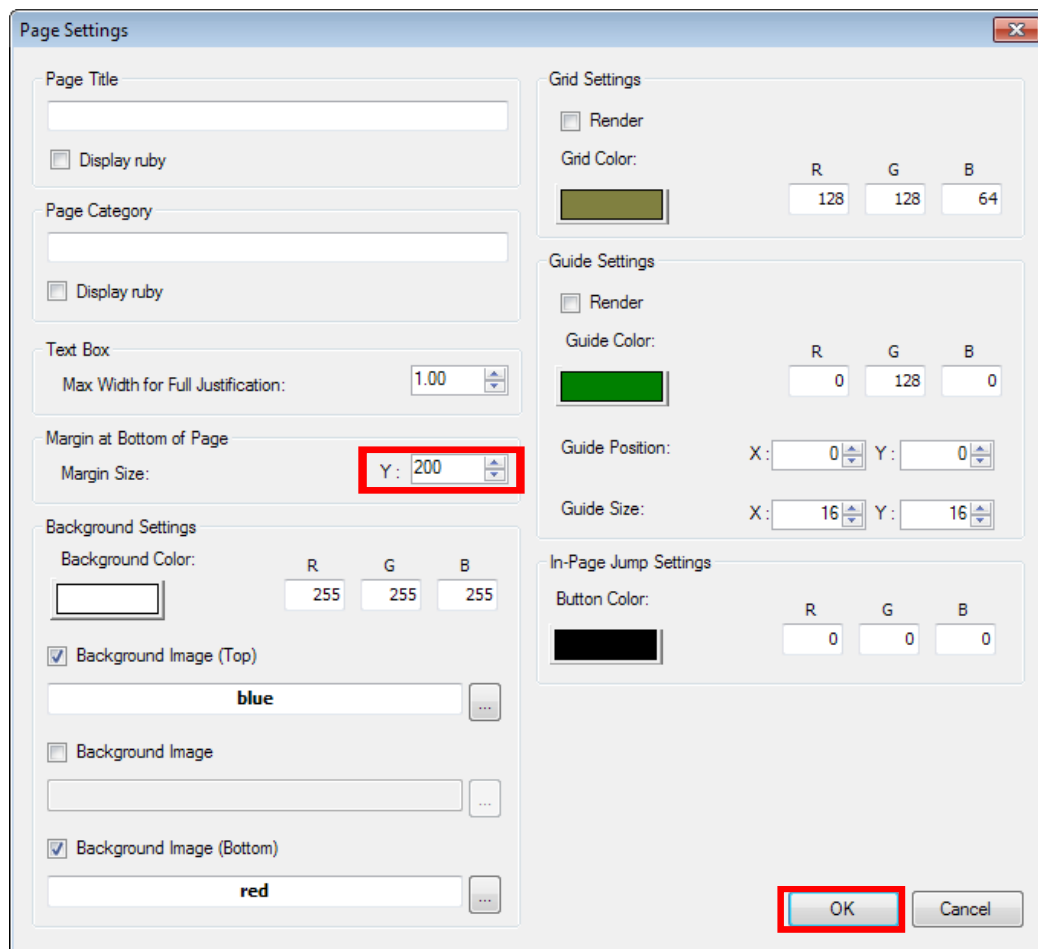


The bottom background image is present, but the top image is not. This is because the page is too short and the images are overlapping. In this case, the bottom image takes priority.

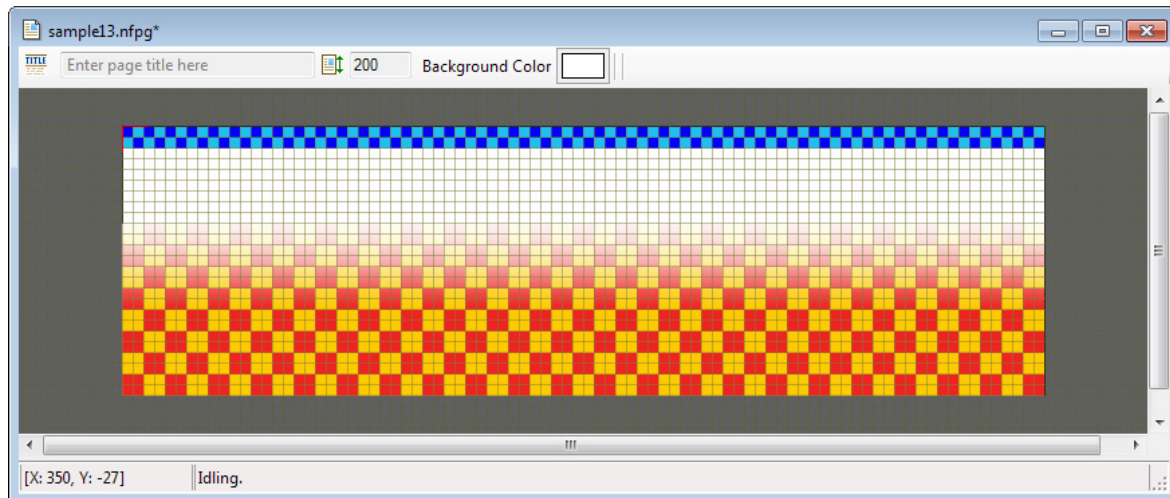
The next step is to lengthen the page by increasing the page margins.

4. Go to **Edit > Page Settings**.

5. Under **Margin at Bottom of Page**, set the **Margin Size** to the appropriate size (in pixels). In this case, use 200.

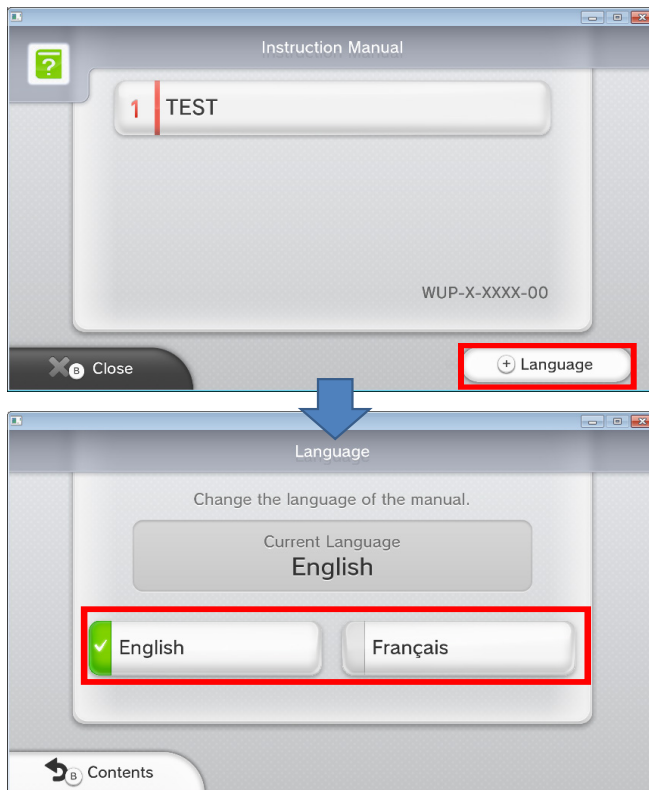


The backgrounds now appear correctly on the page:

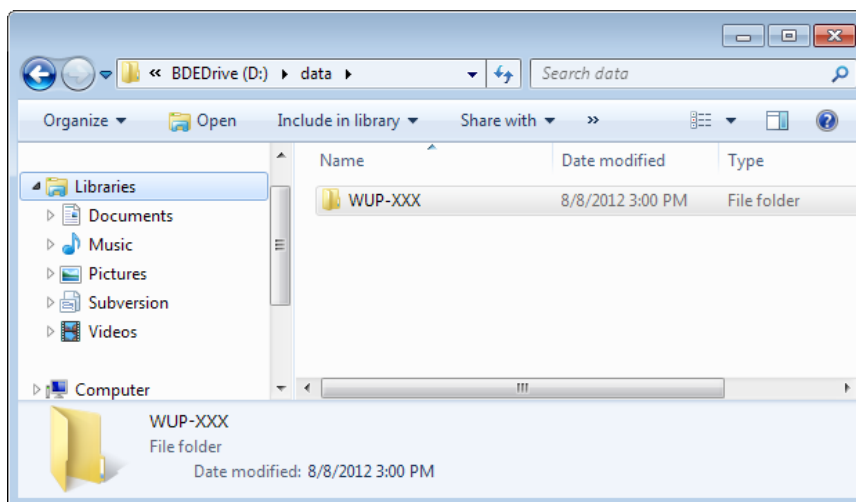


8.3 Creating Multilingual E-Manuals

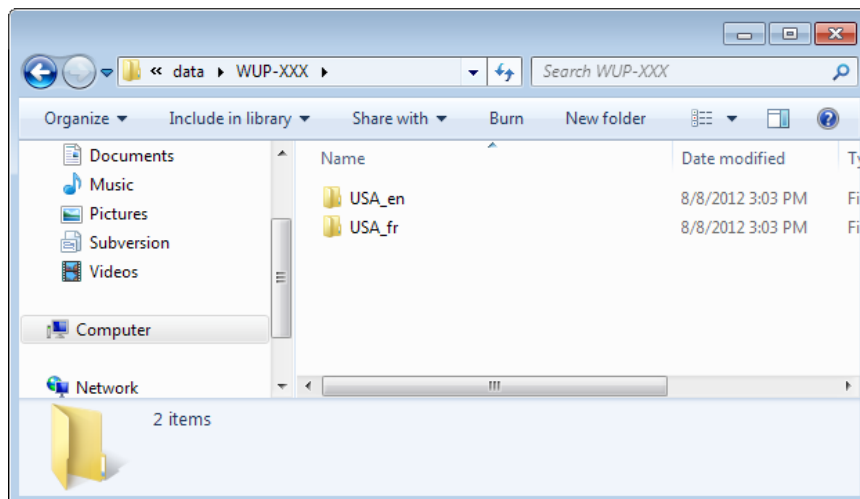
This section explains how to create a multilingual e-manual. After this process is complete, you can display a language-selection menu by selecting the button at the lower-right corner of the contents page (or by pressing the + Button on the controller). Selecting the button for the desired language displays that language's version of the e-manual.



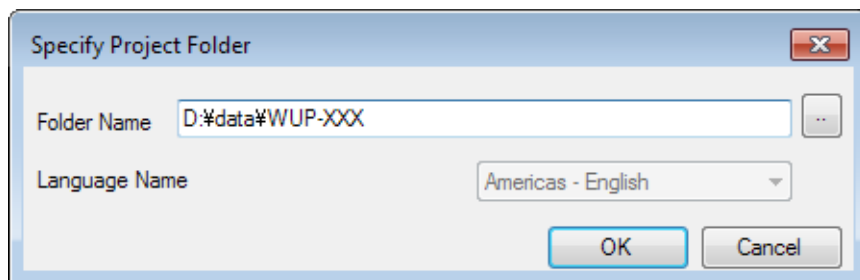
1. Prepare project data for the languages you want to insert in your e-manual.
2. Create a new folder. In the following example, the folder is WUP-XXX.



3. Copy the language folders from the project data you prepared in step 1, and paste them into the new WUP-XXX folder.



4. On the **Start** menu, click **WiiU-ManualEditor**.
5. Select **File > Specify Project Folder** from the main menu.
6. Specify the project folder you created in step 2, and click **OK**.

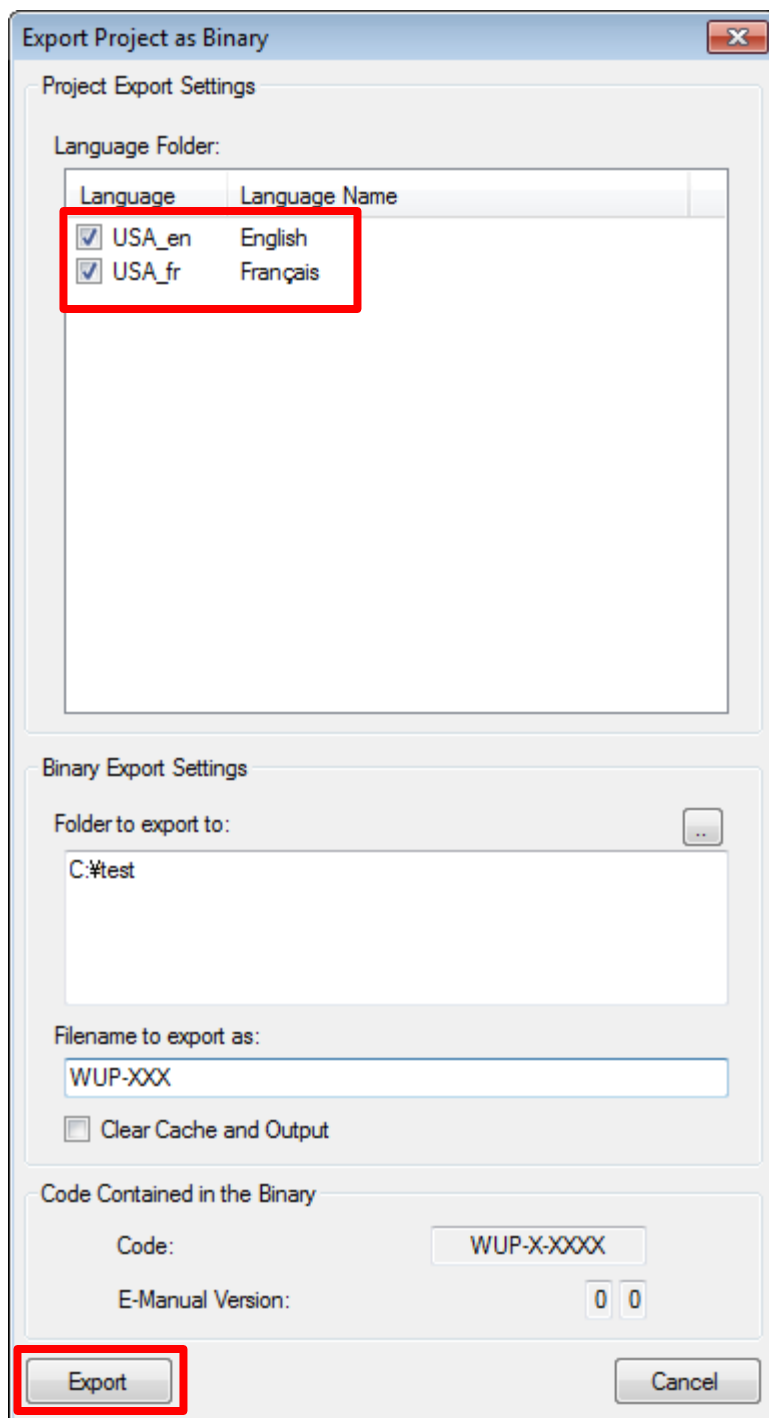


7. Select **File > Export Project as Binary** from the main menu.

<u>N</u> ew Page	Ctrl+N
<u>O</u> pen Page	Ctrl+O
<u>S</u> ave Page	Ctrl+S
Save Page <u>A</u> s...	Ctrl+Shift+S
<u>C</u> lose Page	Alt+F4, Ctrl+W
<u>T</u> emplate Manager	Ctrl+I
Language-Specific Settings	
Specify Project <u>F</u> older	Ctrl+J
Create Multilingual Data for Project	Ctrl+Shift+C
Export Project as <u>B</u>inary	Ctrl+Shift+B
Edit Ruby User Dictionary	
Software Title Configuration	Ctrl+Shift+T
Printer Page Settings	
Print	
<u>Q</u> uit	Alt+F4, Ctrl+Q

8. Select the check box for the languages you want to include in the e-manual, enter the destination folder and filename, and click **Export**.

Note: The only e-manuals that appear for the selected language folders are the e-manuals that correspond to the Wii U system region. For example, if you select the `USA_xx` and `JPN_ja` language folders but the system region is US, the Japanese e-manual is not displayed. If you select `USA_xx` and `JPN_ja` but the region is EU, an error is displayed and no e-manuals are shown.



Note: Do not use all uppercase letters for the filename of your binary. Using all uppercase letters prevents the manual from loading properly on development hardware. The name you enter in this dialog box is used only during the creation cycle. When incorporating a manual binary file into the ROM that you submit as a master, all e-manuals must be named `Manual.bfma`.

8.4 List of Nintendo Extended Characters

This section describes the extended characters that Nintendo provides. The list is not exhaustive and mainly covers the characters that require caution when they are used. The characters are grouped by ManualEditor categories. Be sure to read the **Caution** column when using an extended character.

Wii U Buttons

Note: The same icons are used for the ZR/R buttons and ZL/L buttons on the Pro Controller and the GamePad.

Figure 8-1 Extended Characters for Wii U Buttons

Character	Character Codes	Content	Caution
	E040	POWER Button	Use E040 for the POWER Button on the Wii U console. Use E078 for the POWER Button on the Nintendo 3DS.
	E041	+Control Pad	
	E044	HOME Button	Use E044 for the HOME Button on the Wii U console. Use E073 for the HOME Button on the Nintendo 3DS.
	E045	+ Button/START	
	E046	- Button/SELECT	
	E000	A Button	This is the same as E042, but use E000 for the A Button on the GamePad.
	E001	B Button	
	E002	X Button	
	E003	Y Button	
	E080	L/R Sticks	Use in cases where there is no particular need to specify left or right.
	E081	L Stick	Represents the Left Stick.
	E082	R Stick	Represents the Right Stick.
	E083	L Button	Although the shape differs from the actual Pro Controller, Nintendo recommends using this extended character to represent the L Button on the Pro Controller.
	E084	R Button	Although the shape differs from the actual Pro Controller, Nintendo recommends using this extended character to represent the R Button on the Pro Controller.
	E085	ZL Button	Although the shape differs from the actual Pro Controller, Nintendo recommends using this extended character to represent the ZL Button on

Character	Character Codes	Content	Caution
			the Pro Controller.
	E086	ZR Button	Although the shape differs from the actual Pro Controller, Nintendo recommends using this extended character to represent the ZR Button on the Pro Controller.
	E089	TV CONTROL Button	This extended character represents the TV Control feature. Use for any other purpose is prohibited. For example, this extended character may not be used to represent a TV monitor. In such cases, use "TV" or other words from the glossary.
	E08A	L Stick (press)	Represents the act of pressing the Left Stick. Use for any other purpose is prohibited.
	E08B	R Stick (press)	Represents the act of pressing the Right Stick. Use for any other purpose is prohibited.

Wii U Miscellaneous (Partial Selection)

Figure 8-2 Wii U Miscellaneous Extended Characters (Partial Selection)

Character	Character Codes	Content	Caution
	E087	Wii U GamePad	
	E088	Wii Remote	Represents the Wii Remote.

Note: There is no extended character representing the Pro Controller. If you need an image, see the *Wii U Illustration Collection*.

Wii Buttons (Partial Selection)**Figure 8-3 Extended Characters for Wii Buttons (Partial Selection)**

Character	Character Codes	Content	Caution
	E040	POWER Button	Use E040 for the POWER Button on the Wii console. Use E078 for the POWER Button on the Nintendo 3DS.
	E041	+Control Pad	
	E042	A Button	This is the same as E000, but use E042 for the A Button on the Wii Remote.
	E043	B Button	
	E044	HOME Button	Use E044 for the HOME Button on the Wii console. Use E073 for the HOME Button on the Nintendo 3DS.
	E045	+ Button	
	E046	- Button	
	E047	1 Button	
	E048	2 Button	
	E049	Control Stick	
	E04A	C Button	
	E04B	Z Button	

Note: The A, B, X, and Y buttons on the GamePad and the Pro Controller use uppercase letters, but the a, b, x, and y buttons on the Classic Controller and the Classic Controller Pro use lowercase letters. When referring to the buttons on the Classic Controller, Nintendo recommends the use of extended characters with lowercase notation. If you are unsure of which controller will be used, Nintendo recommends using the extended characters with uppercase notation because it conveys the meaning and the majority of users probably use a controller with uppercase buttons.

Miscellaneous (Partial Selection)

This list includes a selection of Wii Miscellaneous, Nintendo 3DS Buttons, Nintendo 3DS Miscellaneous, and Nintendo DS Miscellaneous extended characters.

Figure 8-4 Miscellaneous Extended Characters (Partial Selection)

Character	Character Codes	Content	Caution
	E01D	Calibration	Represents the touch point in Touch Screen Calibration.
	E01E	Capturing still images	Represents the camera function that captures still images.
Wii	E067	Wii logo	Forbidden.
	E073	HOME Button	Represents the HOME Button on the Nintendo 3DS. Use E044 for the HOME Button on the Wii U console.
	E074	Steps Taken	Used when displaying the number of steps taken.
	E075	Play Coins	Represents Play Coins on the Nintendo 3DS system. Use for any purpose other than representing Play Coins is prohibited.
	E076	Video capture	Represents the camera function that captures video.
	E077	Circle Pad	The Circle Pad on the Nintendo 3DS system.
	E078	POWER Button	The POWER Button on the Nintendo 3DS system. Use E040 for the POWER Button on the Wii U console. Use E078 for the POWER Button on the Nintendo 3DS and the Nintendo 3DS XL.

Revision History

Version	Revision Date	Category	Description
1.7	2013/04/11	Added	3.4 Installing ManualViewerSD 6 Wii U ManualViewerSD Operations 8.4 List of Nintendo Extended Characters
		Changed	1 Introduction Added notes and a description of Wii U ManualViewerSD. 2 Operating Environment Added a description of Wii U ManualViewerSD. 4.2 Setting the E-Manual Code and Version Changed according to specification changes. 4.3.1 Basic Method Added and changed items in Table 4-2. 4.7 Exporting Binary Files Added notes to the beginning and to step 5. 5.1.5 Inserting Special Characters Added a note to step 2. 5.2.2 Inserting Images on a Page Added a note to the end of the section. 7.1 Adding Language Folders Changed according to specification changes. 8.1 Printing and PDF Creation Added a procedure for displaying the software title at the beginning of the PDF file. Also made changes according to specification changes. - Miscellaneous Updated screenshots where necessary because of UI changes.
1.6	2012/12/12	Changed	4.3.1 Basic Method Changed the image in step 4 and added a note. Changed the content of step 7.
1.5	2012/11/19	Changed	7.1 Printing and PDF Creation - Changed the operational procedure in conjunction with specification changes.
1.4	1012/10/24	Changed	4.4 Creating a New Page Reformatted the table. 5.2 Images Changed the content of the note.

Version	Revision Date	Category	Description
1.3	2012/09/21	Changed	• 4.7 Exporting Binary Files Added a Note to step 3. Deleted “TBD” from the description of step 7. • 5.2.1 Creating Images for E-Manuals Changed part of the Note at the top. • 5.2.2 Inserting Images on a Page Partially changed the Note that was in step 3 of section 5.2.1 and moved it to step 2 of this section. • 7.1 Printing and PDF Creation Added a Note to the top of this section. • 7.3 Creating Multilingual E-Manuals Added a Note to step 8.
1.2	2012/08/08	Added	• 5.1.10 Adding Frames Around Text Boxes • 5.2.4 Adding Frames Around Images
		Changes	• 4.3 Merging Templates Added a note. • 4.5 Setting the Page Title and Page Category Revised some of the notes. • 4.6 Creating Content Changed the procedures for previewing on a CAT-DEV. • 4.8 Final CAT-DEV Preview Changed the procedures. • 5.1.2 Changing Text Color Added a note about non-recommended combinations of text and background colors that can appear blurry on the Wii U GamePad screen. • 5.1.3 Reflowing Text Around Images Changed the text because of revisions to the user interface. • 5.1.9 Adding In-Page Jumps Deleted the note in step 8. • 5.2 Images Changed some of the initial notes. • 5.2.1 Creating Images for E-Manuals Changed step 1, added notes to step 3, and added a section on how to use RGBA8 format for high-quality images. • 6.1 Adding Language Folders Changed the text due to revisions to the user interface. • 7.1 Printing and PDF Creation Changed the text because of revisions to the user interface.

Version	Revision Date	Category	Description
1.1	2012/06/19	Additions	• 7.3 Creating Multilingual E-Manuals • 4.6.1 Previewing Content Under Development
		Changes	• 3.1 Installing the Manual Editor Added a note. • 4.8 Final CAT-DEV Preview Added a note. • 5.1.8 Inserting Page References Added a note. • 5.1.9 Adding In-Page Jumps Added a note. • 5.2.1 Creating Usable Images Added a note. • 7.1 Printing and PDF Creation Changed the note in step 2, and added extra information to step 3.
1.0	2012/05/24	—	First draft version.

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